TAKE YOUR GAME FURTHER®

BRADYGAMES®

TRON® 2.0

OFFICIAL STRATEGY GUIDE

BY DOUG WALSH

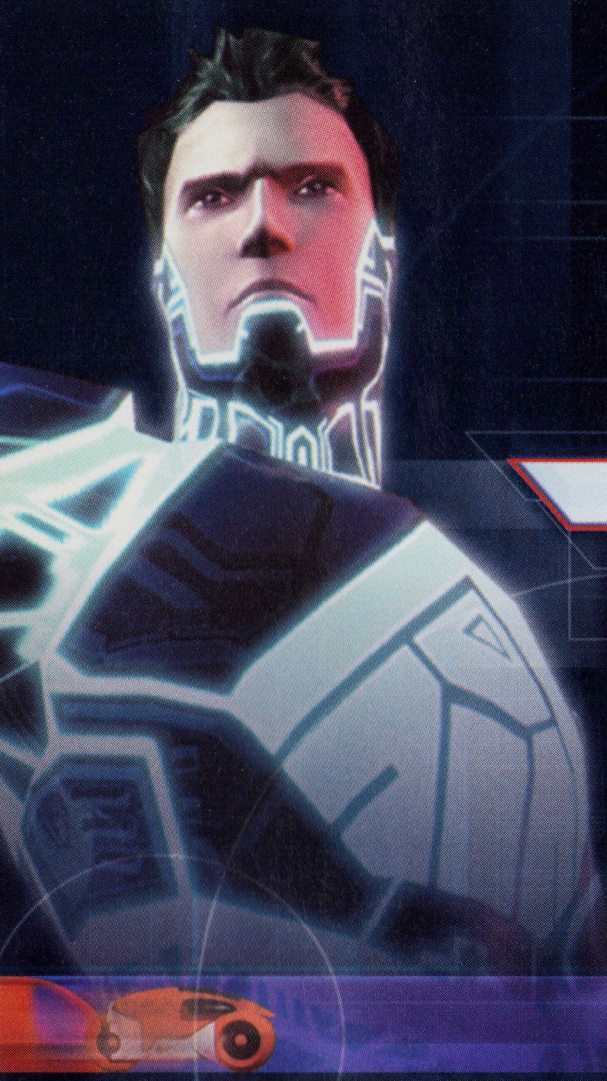
Covers Windows® 98/ME/2000/XP

This game has received the following rating from the ESRB:

TEEN T CONTENT RATED BY ESRB

BUENA VISTA INTERACTIVE

FULL COLOR INSIDE!



TRON® 2.0

OFFICIAL STRATEGY GUIDE

BY DOUG WALSH

TABLE OF CONTENTS

CHAPTER 1 Introduction 002

CHAPTER 2 Game Basics 006

CHAPTER 3 Weapons Primitives & Subroutines ...012

CHAPTER 4 Hostile Programs 024

CHAPTER 5 Walkthrough

Unauthorized User 030

Vaporware 041

Legacy Code 059

System Reboot 064

Antiquated 076

Master User 087

Alliance 100

Hand Shake 110

Data Base 112

The Root of the Problem 124

Incompatible 131

CHAPTER 6 Light Cycles 135

CHAPTER 7 Multiplayer Disc Arena 152

INTRODUCTION

There's no denying that *TRON 2.0* is a sequel, but there are sure to be those who are wondering what exactly the game is a sequel to. To answer this question, we must go back in time to the year 1982. Videogame consoles and arcades were slowly becoming entrenched in popular culture during the early 1980s, but the solution to this puzzle would not be found on any coin-operated arcade cabinet, or any two-bit videogame console—at least not initially. No, the original *TRON* was a product of Hollywood and made its home on the silver screen.

TRON was one of the first feature-length movies to ever use computer-generated imagery (CGI) and although its effects may not impress those who see the film for the first time today, it certainly wowed audiences, and critics, twenty years ago. The artistry that went into designing the original neon glow and light cycle effects not only made a lasting impression on fans everywhere, but it also stands as a milestone in the evolution of computer animation and moviemaking. Countless movies owe their successes to the groundwork laid by the team who worked on *TRON*.

There wouldn't be a sequel if not for a story worth continuing and although the special effects may have stolen the show, it was *TRON's* forward-thinking plotline that left viewers scratching their heads and debating the merits of artificial intelligence (AI). The story took place at a technology company named Encom. A former employee and arcade owner by the name of Flynn believed that Encom's computer network contained evidence that the company had stolen videogame designs from him. Assisted by disgruntled Encom employees Lora and Alan, Flynn is given the

opportunity to hack into the system and search for the proof he needs. What he didn't realize was that the entire system was under the watchful eye of the Master Control Program (MCP). The MCP possessed advanced AI and had a diabolical plan for the future of Encom. The MCP detected what Flynn was attempting to do and used the company's digitizing laser to transfer Flynn into a parallel world that existed inside the computer.

What made *TRON* so unique was the way in which it depicted life inside a computer. Programs took on the form of humans and spoke of their "users" with affection. They drank from streams of liquid energy and obeyed the commands of the system's security programs. The MCP was lord and master and no program dared cross it. Those who did were forced to fight in gladiatorial-style arenas either with discs or on light cycles. And there was, of course, that famous neon glow.

Fortunately for Flynn, Alan had been working on a sturdy program named TRON that was designed to work independently, and unchecked, by the MCP. Flynn befriends the program and together they survive the light cycle grid and successfully disrupt the MCP. Flynn even managed to escape the computer system and return to the real world, much to the joy of the groupies at his arcade. Yes, this story was definitely worth continuing!

A lot has happened in the *TRON* universe over the past two decades, both in terms of the story (see the timeline) and concerning its place in popular culture. As soon as the movie's popularity became evident, various *TRON*-based videogames appeared in arcades and on home consoles, such as the Intellivision and Atari 2600. Since then, numerous PC games based on the disc combat and light cycle racing have appeared across the Internet. References to *TRON* have been made in comics, television, and even in commercial advertisements. Additionally, the franchise received a special collector's edition DVD marking its 20th anniversary last year.

Most important of all, however, is the game that this guidebook is all about. *TRON 2.0* not only continues the story, but manages to excel in all the areas that the movie had. It's impossible to play *TRON 2.0* and not admire its technical prowess and entertaining, yet lighthearted, plot. With *TRON 2.0*, players not only get to experience intense action, but also witty dialogue and truly likeable characters. It may have taken over 20 years to be able to feel what Flynn felt, but this game is certainly well worth the wait!

TIMELINE: 1982 THROUGH 2003

The following events all took place between 1982 and the present time. These details can be found by reading the many emails found inside the game's Archive Bins.

The Master Control Program is destroyed.

Flynn goes to the Encom board of directors with proof that Dillinger stole his game ideas and also tells them of Dillinger's other illegal and immoral activities.

Dillinger is fired and disappears.

The authorities are summoned. Dillinger is a wanted man.

Flynn is immediately hired back, but this time to take Dillinger's place. Flynn is now the new CEO. Alan and Lora are part of Flynn's inner circle.

Flynn flies to Japan to make his first big business deal as Encom's CEO.

Alan proposes to Lora. They are married.

Flynn shares his adventures with Alan, Lora, and Walter.

Ever the paranoid, Alan sees how the digitization technology can be misused and starts the TRON Legacy code, which would enable him to track and neutralize rogue Users (sort of an anti-virus).

It turns out that when the MCP was destroyed, the ability to digitize was destroyed with it.

Alan puts TRON Legacy aside and starts working with Walter and Lora on the digitization technology.

Jet is born.

Walter retires.

Flynn grows disenchanted with his role as CEO. He leaves the company.

In parting, Flynn tells Alan "maybe you need to build your own MCP" to be able to recreate the digitization technology.

Alan and Lora start working on the prototype for Ma3a, Mala.

Lora dies in a laser lab accident.

Despondent, Alan throws himself into his work.

Jet has a difficult time dealing with his mother's death and starts getting into trouble, mainly via his hacking exploits.

Alan creates Ma2a.

JD Thorne is hired by Encom as director of security. Alan is the only one on the board who votes against his hire. Thorne holds a grudge.

Jet graduates from college.

Alan gets Jet a job at Encom in the games division.

Thorne is turned down for a promotion. The grudge builds.

Alan creates Ma3a. Together, Ma3a reproduces the digitization technology and the correction algorithms required for safe transfer.

JD Thorne spies on Alan and watches him digitize an orange. He sees the potential for this technology and approaches an executive from Future Control Industries (fCON), Mr. Crown.

Crown alerts the CEO of fCON, a shadowy figure who directs his minions from a speakerphone.

Thorne is put on the payroll.

While Alan is on vacation, Thorne breaks into Alan's lab and appropriates the programs used for the digitization technology.

Thorne improperly digitizes himself during a demonstration to fCON, without the correction algorithms. The transfer corrupts Thorne, but fCON sees the potential. The CEO orders Ms. Popoff to recruit hackers for Operation: DataWraith.

Meanwhile, the CEO of fCON engineers financial problems for Encom and lays the groundwork for a takeover.

Alan objects to the "merger" of the companies, which is really a sale in his eyes. He urges the board not to sell, but they don't agree.

Alan mistrusts fCON and decides not to share the correction algorithms and feigns lack of success in the digitization research.

Jet finishes working on his first game for Encom, Space Paranoids 3D.

Alan urges Jet to interview for a higher programming position. Jet reluctantly goes through with the interview and gets an offer. He turns it down, preferring to work in the gaming division.

The game begins.

GAME BASICS

In *TRON 2.0*, the player takes on the role of Jet Bradley, the son of researcher Alan Bradley. Players assume a first-person perspective and see the inside of a computer system through Jet's eyes. As Jet, gamers must battle against enemies in an effort to not only discover the cause of Alan's disappearance, but also escape the system and return to the real world.

This struggle is fought on many levels. Jet must learn to use weapon Primitives to defend himself. He must search for programs that can enhance his abilities and help him become stronger. Perhaps most important, Jet must confront many of the demons that have haunted him since his mother's untimely death; it's the only way he'll ever repair the ties with his father and succeed in his mission. This is one job he can't do without help!

AVAILABLE RESOURCES

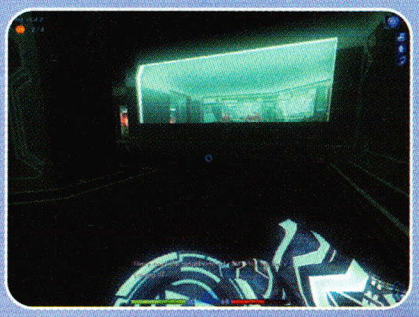
TRON 2.0 contains a very detailed user's manual, as well as an in-depth tutorial. This chapter serves as a supplement to the gameplay instruction included with the game and is *not* intended to replace the user's manual, tutorial, or detailed Help messages. Playing through the tutorial is highly recommended and we hope that you will find the first chapter of the walkthrough to be a helpful companion to the game's introductory stages.

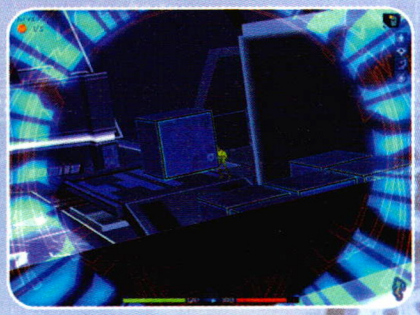
CONTROL TIPS

Since all of the default controls can be remapped to the player's liking, this section will not provide a listing of each individual key's command. Instead, what follows are some tips to use to make navigating the system much easier.

- If you're playing with a mouse that contains a middle button (possibly a wheel), consider assigning the Action command to it. Doing so makes it very simple to access archive bins and Patches while continuing to charge the Suffusion weapon.

- There are three ways to move around quietly: walking, crawling, or relying on the Fuzzy Signature subroutine. Rather than take up one or more blocks of System Memory, leave the Fuzzy Signature uninstalled. Instead, hold down the Crouch button while moving on those occasions when being stealthy is desired. Crouching beats walking, because it makes Jet more difficult to detect.

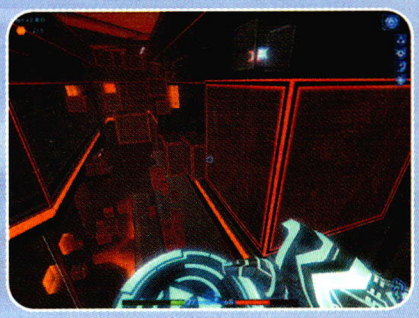




Lean around corners to avoid being detected; it's important to take advantage of this ability. Use the Disc or LOL to attack enemy programs before they detect Jet's presence.

The Triangulate subroutine provides a pair of binoculars that work with any weapon. However, it's important not to overuse this feature. There are few times outside of sniping situations when the zoom capability is recommended. Avoid using the Triangulate feature with short-range weapons (such as the Suffusion) and don't try to move at high speed while zoomed in, as depth perception deteriorates quickly.

There are several areas inside the system where daring jumps are required. It's highly recommended that the player Quick Save prior to attempting these jumps. This is also a great opportunity to use the Toggle Walk command. It's easy to jump further than needed (especially if the Y-amp subroutine is active) thanks to a running start. Reduce this risk by walking instead of running.



SYSTEM MEMORY

Each environment has its own set of unique capabilities that limit the amount of resources each program, including Jet, can access. By pressing the F1 key (default), the player can pause the on-screen action and inspect Jet's current subroutine setup and System Memory allocations.

The Subroutine Menu lists all of the information pertinent to Jet's current environment and system settings. This screen's most obvious feature is the large ring in the center of the menu. This ring is divided into Memory Blocks that represent how much of the System Memory Jet is allowed to tap into. Large devices (like a server) have more available Memory Blocks than a smaller device (such as a PDA). Subroutines can be installed into these Memory Blocks to become active. Of course, the number of subroutines one can install in any given system is determined by the subroutine's current state (see the "Weapons and Subroutines" chapter for more information).

Another ring, sectioned off into three pieces, rests just outside of the Memory Blocks. This is where Jet's uninstalled subroutines are stored, grouped into different categories based on their purpose. Subroutines are classified as Combat, Defense, or Utility. Depending on how many subroutines Jet currently has, you may need to close the menu and reopen it to allow additional subroutines to fill the spots vacated by recently installed programs.

PROCEDURALS

In addition to the rings where subroutines are stored and installed, there are three simple programs known as procedurals. These programs draw from the current system, each optimized to perform a single function. The procedurals are there to keep the System Memory operating efficiently and without corruption. To use one of the procedurals, click and drag the target Memory Block or Subroutine onto the program icon.

Port: This procedural converts an incompatible subroutine to one that is compatible. Oftentimes, a subroutine is encountered that has been engineered for a different type of system. This procedural adapts the subroutine to Jet's specific configuration so that he can take advantage of it. It's impossible to identify an incompatible subroutine before the Port has been completed.

Disinfect: The sole purpose of some enemies is to spread a corrupted virus throughout the system. If hit by such an attack, Jet's installed subroutines may become infected and, if left unchecked, the virus can spread to all adjacent subroutines and cause debilitating consequences. Subroutines that are not currently installed in the System Memory are not subject to corruption. This procedural disinfects the selected subroutine, restoring it to its fully functional status.

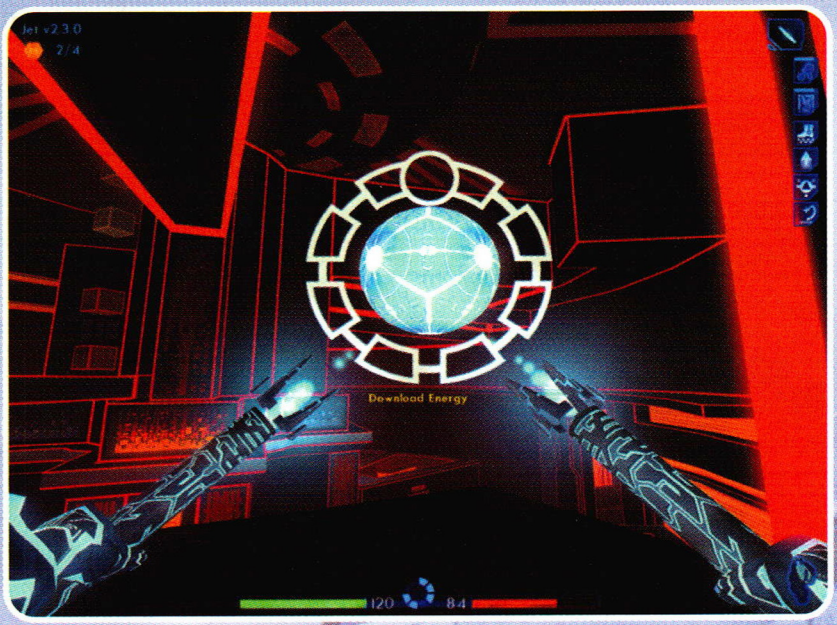
QUARANTINE!

Depending on the strength of the corruption and the number of infected subroutines, it can be difficult to keep a virus from spreading back and forth across neighboring subroutines. In such a situation, uninstall the central subroutine by dragging it back to the outer ring of the Subroutine Menu screen. The empty Memory Block between the two neighboring subroutines will serve as a buffer, making it possible to disinfect them one at a time without fear of the virus spreading. Additionally, uninstalled subroutines can be disinfected as well.

Defrag: Empty Memory Blocks don't get infected when hit by the corruption, but they do become severely fragmented. A fragmented Memory Block can't support a subroutine, and must be run through this Defrag procedural to return it to its normal working order.

UPGRADING JET.USR

If Jet is to complete the mission outlined for him by Ma3a, he must do more than derez a couple of security programs with a flying Disc. Despite being a User, Jet must achieve upgrades as if he were a program. Jet begins his time inside the system as Jet Version 0.0.0 and it's possible to eventually reach a maximum Version 10.0.0.



There are two ways to increase Jet's version number: 1. By completing tasks assigned to him; 2. By finding Build Notes. Throughout the game, Jet is notified of his next task and for every completed task, he receives a set number of Build Points that go to advancing his version number. Tasks range from simple assignments (such as locating an I/O Node and talking to his father) to the far more elaborate (such as finding a place to stow away onboard a packet transport). Occasionally, there are optional tasks as well, so pay attention to the status display screen to learn what to do next.

WHERE TO GO, WHAT TO DO?

A quick press of the Tab key (default) accesses the current overriding objective, as well as a list of tasks at hand. Make frequent checks of this list to always know what's next.

Build Notes, on the other hand, are small pieces of information randomly scattered throughout the system. For every Build Note that is found, Jet gains 2 Build Points. The number of Build Notes per area is shown in the upper left-hand corner of the screen. Although they are randomly located, the walkthrough highlights areas in which they are *commonly* found. There are a total of 100 Build Notes to find, so keep your eyes peeled for them.

For every 100 Build Points that are earned, Jet reaches a milestone (i.e. 2.0, 3.0, 4.0, etc) and can distribute Performance Points to upgrade his system ratings in the following categories: Health, Energy, Weapon Efficiency, Transfer Rate, and Processor. Upgrades are made in 5-point increments and each attribute can receive a maximum of 100 Performance Points over the course of the game. Upgrading these abilities enhances their base ratings and makes Jet a more powerful User. Maxing out any one of these attributes is known as "surging." A surged ability has far greater effectiveness and is well worth the effort required to gain that level of performance.

HEALTH

Health represents Jet's ability to withstand damage and is indicated by the red meter on the bottom of the screen. Look for Core Dumps and red Patch Routines to replenish lost health. Should this Health Cache reach zero, Jet will be derezzed and the game will end.

Base: Increases Jet's Health Cache in 5-point increments from the standard 100 up to a maximum of 195.
Surge: Makes it possible to fill the Health Cache above the base maximum of 195 to a surged level of 300.

Jet's health

ENERGY

Energy is required to download the contents of archive bins, activate switches and charge Binary Bits, and also to use Jet's many weapons. The green meter on the bottom of the screen signifies Jet's Energy Cache. To replenish it, locate green and blue Patch Routines or collect the Core Dumps left behind by those less fortunate. Without energy, Jet is forced to use the standard Disc Primitive in combat and he cannot download new items.

Base: Increases Jet's Energy Cache in 5-point increments from the standard 100 up to a maximum of 195.
Surge: Makes it possible to fill the Energy Cache above the base maximum of 195 to a surged level of 300.

Jet's energy

WEAPON EFFICIENCY

Each weapon in Jet's arsenal, excluding the Disc Primitive, draws on Jet's Energy Cache in order to operate. As Combat Subroutines become upgraded from Alpha to Beta to Gold, they become more devastatingly powerful. On the downside, they also cause a more significant drain on Jet's Energy Cache.

Base: Incrementally decreases the amount of energy required to use each weapon.
Surge: Reduces the energy consumption of all weapons to a negligible amount. Some energy is still required to fire the weapons, but it is minimal.

TRANSFER RATE

Jet will spend a considerable amount of time downloading Subroutines, Emails, and Permissions from Archive Bins and Core Dumps. This oftentimes makes him a sitting duck in such situations. Increasing the transfer rate ability is like upgrading an Internet connection to broadband—more content in a fraction of the time!

Base: Incrementally decreases the time required to download and transfer energy.
Surge: Makes downloads and energy transfers almost instantaneous.

PROCESSOR

The processor is the engine behind the Port, Disinfect, and Defrag procedurals. It's what keeps Jet's System Memory running smoothly. The processor's resources are finite and procedures will run slowly without upgrades.

Base: Incrementally decreases the time required for procedurals to complete their tasks.
Surge: Makes procedurals perform at an almost instantaneous rate.

WEAPONS PRIMITIVES & SUBROUTINES

WEAPONS PRIMITIVES

Those inside the computer must have a way of defending themselves against hostile programs and Users. These weapons are known as "Primitives," comprised of four classes of weapons. Each of them is associated with a different character class.

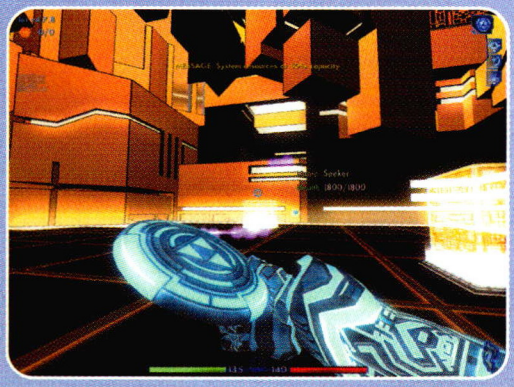
- **Disc Primitive:** Intrusion Countermeasure Programs (ICPs)
- **Ball Primitive:** z-Lot
- **Rod Primitive:** Light Cycle Racers, Resource Hogs
- **Mesh Primitive:** DataWraiths

Jet's status as a User enables him to acquire each of these Primitives. Additionally, he can install a number of Subroutines that can transform each Primitive into a variety of powerful weapons. Lastly, it should be noted that the Rod Primitive does not enable a rider on a light cycle to equip a weapon; instead, the Rod Primitive *becomes* the light cycle.

The following section covers the uses of each Primitive in their default state. Refer to the "Combat Subroutines" section for detailed information concerning each Primitive's enhancements.

DISC PRIMITIVE: DISC

The Disc Primitive is the most commonly used weapon and for good reason: It's the only one with a defensive capability. In its base form, the Disc Primitive does not require energy to use. It can be used to inflict damage before an enemy's armor has been depleted, which makes it the only weapon capable of this feat. Additionally, the Disc can be used as a melee weapon by holding the Control Key (default) while pressing the Attack button.



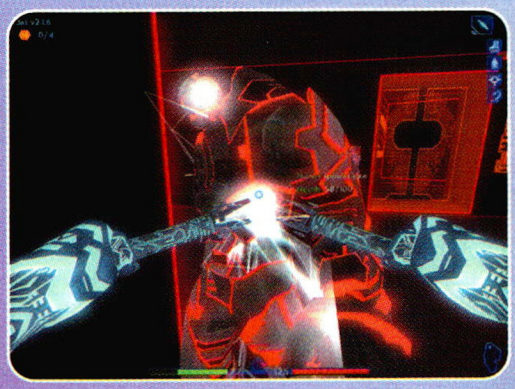
When thrown, the Disc flies until it comes into contact with an enemy or obstacle or it's recalled by the thrower. The Disc has the means to bank off obstacles and walls and, with practice, can derez enemies hiding around corners. Use the Disc as a shield when squaring off against Disc-tossing ICPs. Press the Right Mouse Button (default) to raise the Disc as a shield.

POWER USERS!

ICPs often attack in pairs, with one kneeling in front of the other. When this situation arises, aim at the ICP who is standing and hold the Attack button after the Disc is thrown. Pull downward at the last instant to bounce the Disc off the face of the upright ICP and downward into the back of the head of the one kneeling down for a swift double-derezzing!

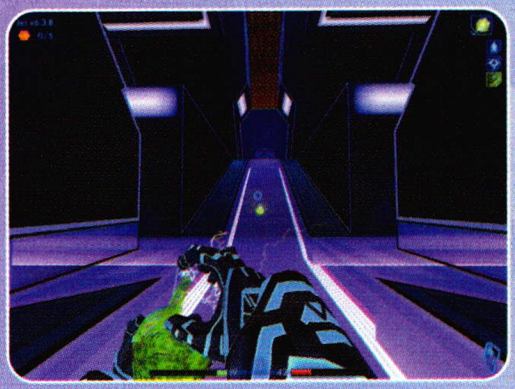
When facing off against enemies with heavy armor, throw the Disc beyond them and recall the Disc once it's significantly past the enemy. Now move around to keep the enemy in line with the returning Disc and Jet. As long as the enemy continues to face toward Jet, the Disc will slice right through its target on its return flight.

ROD PRIMITIVE: P-ROD



The Rod Primitive is by far the most versatile weapon in the TRON universe. Not only can the Rod Primitive transform into a Light Cycle, but it can be used as a debilitating melee weapon, a shotgun, and even a sniper rifle. In its base form, the P-Rod consists of a pair of sticks capable of electrocuting enemies until they are derezzed. To do so, sneak up to an enemy and press and hold the Attack button. Energy consumption, which is moderate, depends on the length of time the P-Rod is used. Make sure the intended target is within close range before using the P-Rod, and don't stop until the program is completely derezzed.

BALL PRIMITIVE: BALL

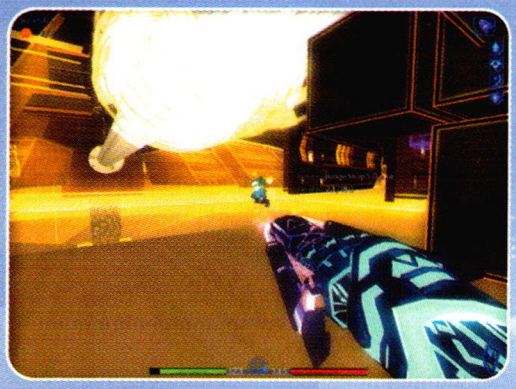


The Ball Primitive is a sticky bomb that releases a blast of corrupted code, causing damage to all entities within the blast radius. Although the Ball has a somewhat erratic flight path due to its volatile nature, it only explodes on impact if it hits an enemy. The Ball can even bounce off the ground and other objects. Additionally, it can ricochet off objects much like the Disc. The Ball can also stick on a nearby wall when thrown, thereby transforming the Ball into a makeshift proximity bomb!

The Ball Primitive consumes a small amount of energy, so Jet can throw Ball after Ball until his energy cache is empty.

MESH PRIMITIVE: BLASTER

The Mesh Primitive is an energy-based weapon that is best suited for



situations that occur late in the game. The base form of the Mesh Primitive is the Blaster. The Blaster has a tremendously fast rate of fire and is moderately precise. Unlike the Disc, the Blaster must whittle down an enemy's armor before it can inflict damage.

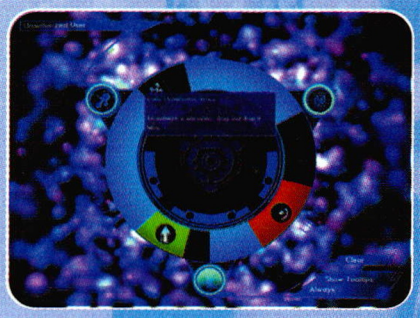
To repeatedly fire the Blaster, hold down the Attack button. Note, however, that energy is consumed as long as the Blaster is being fired. The Blaster consumes a moderate amount of energy, but it can add up quickly if the trigger is held too long.

SUBROUTINES

The world of Tron contains numerous subroutines that can enhance a program's set of features. These "Power-ups" can enable abilities such as virus scanning, increased jumping, or even new weapon configurations and armor! Although subroutines are commonly found in

Archive Bins, they are also obtained from the Core Dumps left by derezzed adversaries.

Subroutines exist in varying stages of development and can be optimized for enhanced performance. These stages include the following: Alpha, Beta, and Gold. Although it is possible to find Beta and Gold level subroutines in the network, upgrading typically requires the use of an enhancement program called a Code Optimization Ware (C.O.W.). These single-use programs enable a subroutine to undergo an upgrade. Not only does upgrading make a subroutine more effective, but a Beta stage subroutine takes up less memory than an Alpha. Similarly, a Gold stage subroutine takes up even less space.



DUPLICATE CODE

Jet can only possess a single copy of a subroutine. Check the transfer information to see if an enhanced version is already installed. Conserve energy by not downloading duplicates. If a duplicate is downloaded, however, a window will appear requesting the user to pick a version to keep. Don't uninstall the enhanced version!

This section provides a complete listing of each subroutine found in the network. It covers their various effects and upgrades, as well as the result of a corruption. The same subroutine may be encountered multiple times while in the network, but it's always best to download it as soon as possible (Subroutines will always appear as a Red Node inside an Archive Bin). For this reason, the following tables include a description of the first instance in which the subroutine can be installed.

SUFFUSION

Requires Rod Primitive

The Suffusion is a close-range weapon that delivers a shotgun-like blast of energy pellets. By holding down the Attack button, the Suffusion gets charged for a much more deadly attack, although this increases the amount of energy consumed.

Alpha: Fires a blast of five energy pellets in a widespread pattern. Consumes 12 energy units.

Beta: Fires a blast of six energy pellets in a spread pattern that is reduced by 30%. Consumes 10% more energy than the Alpha stage.

Gold: Fires a blast of seven energy pellets in a spread pattern that is reduced by 50% from the Alpha level radius. Consumes 20% more energy than the Alpha stage.

Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Prisoner Bin	Derez the ICP guarding the Binary Bit in the command room.

LOL

Requires Rod Primitive

The LOL is the sniper rifle of the digital universe, and quite a deadly one at that! The LOL is capable of long-range, one-shot derezzings due to its tremendous power and helpful scope. Use the Triangulate subroutine to increase the LOL's zoom. Additionally, the Triangulate also significantly reduces weapon sway.

Alpha: Consumes 16 energy units and has a slow rate of fire. Inflicts a lot of damage when the enemy's head is the target.

Beta: Consumes 10% more energy, but boasts a 50% increase in firing rate and a 25% increase in damage.

Gold: Consumes 20% more energy than the Alpha version, but packs a 120% faster firing rate. It is capable of inflicting 50% more damage, too.

Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Prisoner Bin	In the Archive Bin located in the Colonel's Observation Tower.

SEQUENCER

Requires Disc Primitive

The Sequencer is virtually identical to the standard Disc Primitive. The only difference is its ability to fire multiple discs. This subroutine makes it possible to use one or more discs to attack and still have a disc in hand to block incoming attacks.

Alpha: Allows the User to fire two discs sequentially at a cost of four energy units apiece. The Sequencer discs inflict moderate damage.

Beta: Allows the User to fire three discs sequentially. The damage inflicted is increased 20% at a cost of a 10% increase in energy consumption.

Gold: Allows the User to fire up to four discs sequentially. The damage inflicted is 40% greater than the Alpha level Sequencer. Energy consumption is 20% higher as well.

Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Transport Station	In the Archive Bin high above the floor, accessible by floating data blocks near the Stream Pad.

BALL LAUNCHER

Requires Ball Primitive

The Ball Launcher is a medium-range weapon with the ability to fire the Ball Primitive like a rocket-propelled grenade. The flight path may be somewhat erratic, but the resulting explosion of the ball on impact is significant. The Ball Launcher, like all weapons based on the Ball Primitive, is more difficult to use on a consistent basis than the Rod- and Disc-based weapons. However, its flight path does become more precise with each upgrade.

Alpha: The Ball Launcher has a slow rate of fire and consumes 10 energy units. Direct hits inflict a moderate amount of damage on the target.

Beta: The firing rate is 50% faster and damage is increased by 25%, but the energy consumption is also 10% greater.

Gold: The firing rate is 100% greater than the Alpha level Ball Launcher and the damage inflicted is 50% higher. The energy consumption is 20% greater than the Alpha version.

Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Primary Digitizing	In an Archive Bin inside the control room adjacent to where Ma3a is being held.

CLUSTER

Requires Disc Primitive

The Cluster maintains all the functionality of the standard Disc Primitive, but adds a powerful explosive charge that releases a cluster of metallic shards. To trigger the explosion prior to impact, hold and release the Attack button when throwing the disc. The Cluster disc automatically explodes on contact with an enemy or wall. It's important to avoid getting caught in the blast radius. The Cluster is arguably the single best weapon for derezzing multiple enemies at once.

Alpha: Has a small blast radius, but causes high damage on direct hits. Consumes 10 energy units.
Beta: Has a moderate blast radius and inflicts 20% more damage, but consumes 10% more energy.
Gold: Has a large blast radius and inflicts 40% more damage than the Alpha level, but also consumes 20% more energy.
Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
System Reboot	Packet Transfer	In an Archive Bin near the starting point.

DRUNKEN DIMS

Requires Ball Primitive

The Drunken Dims is similar to the Ball Launcher, but this one fires multiple balls. The balls form a swirling mass of energy that explodes on impact. The flight path is very erratic, but upgrades can improve it. The Drunken Dims is well suited for derezzing multiple enemies positioned in close proximity to one another.

Alpha: Fires three energy balls at once, causing a high level of damage on direct hits. The Drunken Dims has a base energy consumption of 16 units.
Beta: Fires four energy balls and consumes 10% more energy.
Gold: Fires five energy balls and energy consumption is 20% higher than the Alpha stage.
Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Master User	Progress Bar	From a z-Lot's Core Dump on the upper level of the bar.

ENERGY CLAW

Requires Mesh Primitive

The Energy Claw is a close-range weapon with the ability to grab an enemy and drain its health reserves. The Energy Claw converts the drained health to energy and replenishes the User's energy reserves with it. The Energy Claw is a fun weapon to use, but it has limited practicality given the frequency at which Infinite Patches are found.

Alpha: The attack range is limited and the damage drain/energy recharge is slow.
Beta: The range is slightly expanded and the damage drain rate is increased 25%. The energy recharge rate is 50% faster.
Gold: The Energy Claw has a moderate reach and the damage drain rate is increased by 50% over the Alpha level. Additionally, the energy recharge rate is 100% faster.
Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Data Base	Security Socket	In an Archive Bin in the far corner of the lower level, near the Binary Bit.

PRANKSTER BIT

Requires Mesh Primitive

The Prankster Bit consumes the most energy of all combat subroutines, but it is by far the most devastating. To guide this long-range missile, press the Attack button. Releasing the Attack button unleashes a powerful vortex that impacts any nearby enemy. The Prankster Bit's effects also begin when it collides with an enemy or obstacle before the Attack button is released. Lastly, the Prankster Bit's flight time and effects are limited to a specified amount of time.

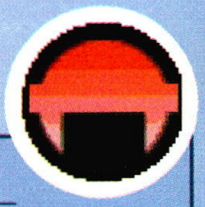
Alpha: The Prankster Bit has a lifetime of five seconds and has a moderate blast radius. It consumes 50 energy units.
Beta: The Prankster Bit's lifetime is increased to 10 seconds and its blast radius is larger. Energy consumption is 10% greater.
Gold: The Prankster Bit's lifetime is extended to 15 seconds and it features an extreme blast radius. Energy consumption is 20% greater than the Alpha state.
Corruption: When corrupted, damage is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
The Root of the Problem	Assembly Level	In an Archive Bin near the docking area.

DEFENSE SUBROUTINES

SUBMASK: HEAD PROTECTION



Submask armor provides up to 15% overall maximum body protection.

Alpha: Provides 9% protection.
Beta: Provides 12% protection.
Gold: Provides 15% protection.
Corruption: When corrupted, protection is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Unauthorized User	Program Integration	Inside an Archive Bin in the bottomless room with the large stacks of crates.

PERIPHERAL SEAL: ARM PROTECTION

Peripheral Seal armor provides up to 10% overall maximum body protection.

Alpha: Provides 6% protection.
Beta: Provides 8% protection.
Gold: Provides 10% protection.
Corruption: When corrupted, protection is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Prisoner Bin	In the Archive Bin atop the central tower in the prisoner area.

VIRAL SHIELD: SYSTEM PROTECTION

Viral Shield reduces the chance that a subroutine becomes infected due to an attack by a corrupted program (such as a z-Lot or Rector Script). Can provide up to 75% protection against corruption.

Alpha: The chance a subroutine becomes infected by a corruption attack is reduced by 30%.
Beta: The chance a subroutine becomes infected by a corruption attack is reduced by 50%.
Gold: The chance a subroutine becomes infected by a corruption attack is reduced by 75%.
Corruption: When corrupted, protection is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Transport Station	In the Archive Bin atop the Transport Stream Pad.

SUPPORT SAFEGUARD: LEG PROTECTION

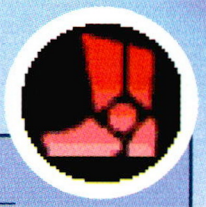
Support Safeguard armor provides up to 12% maximum body protection.

Alpha: Provides 8% protection.
Beta: Provides 9% protection.
Gold: Provides 12% protection.
Corruption: When corrupted, protection is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Primary Digitizing	In an Archive Bin in the control room adjacent to Ma3a's chamber.

BASE DAMPING: FEET PROTECTION



Base Damping armor provides up to 8% maximum body protection.

Alpha: Provides 4% protection.
Beta: Provides 6% protection.
Gold: Provides 8% protection.
Corruption: When corrupted, protection is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
System Reboot	Packet Transfer	In an Archive Bin on the lower level of the cargo car.

TRUNCATE: TORSO PROTECTION

Truncate plate armor provides up to 30% overall maximum body protection.

Alpha: Provides 20% protection.
Beta: Provides 25% protection.
Gold: Provides 30% protection.
Corruption: When corrupted, protection is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
System Reboot	Power Oculus	In an Archive Bin to the right of the Defense Protocol Socket.

UTILITY SUBROUTINES

Y-AMP

Y-Amp increases the player's jump height.

Alpha: Increases the player's jump height 15%.
Beta: Increases the player's jump height 30%.
Gold: Increases the player's jump height 45%.
Corruption: When corrupted, the effectiveness is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Unauthorized User	Combat Training Arena	Inside an Archive Bin near the energy bridge with debris on it.

PROFILER

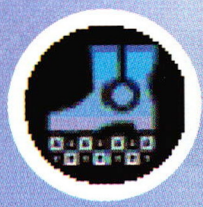
Profiler provides additional information about hostile programs on the HUD.

Alpha: Displays the name and health of the targeted program.
Beta: Displays the name, health, and armor of targeted program.
Gold: Displays the name, health, armor, and inventory of the targeted program.
Corruption: When corrupted, the HUD text is unreadable.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Unauthorized User	Combat Training Arena	Derez the z-Lots and collect their Core Dumps.

FUZZY SIGNATURE



Fuzzy Signature reduces the enemy's ability to hear the player's footsteps at close range. This enables the player to sneak up behind enemies to use the Rod Primitive, making the weapon more effective.

Alpha: Reduces the footstep volume 30%.
Beta: Reduces the footstep volume 50%.
Gold: Reduces the footstep volume 75%.
Corruption: When corrupted, the effectiveness is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Unauthorized User	Program Integration	Inside an Archive Bin near the large corrupted sub-area.

PRIMITIVE CHARGE

Primitive Charge increases the damage inflicted when using a weapon in its Primitive state.

Alpha: Increases the damage of the Disc, Rod, Ball, and Blaster primitives by 20%.
Beta: Increases the damage of the Disc, Rod, Ball, and Blaster primitives by 40%.
Gold: Increases the damage of the Disc, Rod, Ball, and Blaster primitives by 60%.
Corruption: When corrupted, the effectiveness is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Unauthorized User	Program Integration	Derez the ICP near the Power Stream and collect the Core Dump.

VIRUS SCAN

Virus Scan notifies the player of the presence of corrupted subroutines when searching Archive Bins and Core Dumps.

Alpha: Notifies the player that a corrupted subroutine is present in an opened Archive Bin or Core Dump.
Beta: Notifies the player which subroutine is corrupted in an opened Archive Bin or Core Dump.
Gold: Notifies the player that a corrupted subroutine is present in an opened Archive Bin or Core Dump and automatically disinfects it during download.
Corruption: When corrupted, uninfected subroutines have a chance of being corrupted during download.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Unauthorized User	Program Integration	Inside an Archive Bin in the secret room above the broken glass floor.

POWER BLOCK

Power Block converts a disc block into a powerful blast that can be directed back toward the enemy.

Alpha: Damage caused by redirected disc is moderate.
Beta: Damage caused by redirected disc is increased by 55%.
Gold: Damage caused by redirected disc is increased by 150%.
Corruption: When corrupted, the effectiveness is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Vaporware	Prisoner Bin	In an Archive Bin on the Kernel's Observation Tower.

TRIANGULATE

Triangulate provides the player with binocular vision, which can be used in conjunction with all weapons. Also, the use of this subroutine reduces the sway associated with zooming.

Alpha: Adds a zoom magnification of 1.5x and weapon sway is reduced by 30%.
Beta: Adds a zoom magnification of 2x and weapon sway is reduced by 50%.
Gold: Adds a zoom magnification of 3x and weapon sway is reduced by 90%.
Corruption: When corrupted, the effectiveness is reduced by 50%.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Legacy Code	Alan's Desktop PC	In an Archive Bin near the second Archive Stack.

CORRODE

Corrode attaches corrosive damage to the standard amount of damage inflicted by the User's weapon attacks. This additional damage occurs over time—it is *not* instantaneous. The Corrode subroutine increases the amount of energy each weapon uses.

Alpha: Corrosive effects last five seconds and add 50% to the energy consumption of the weapon used.
Beta: Corrosive effects last 10 seconds and add 100% to the energy consumption of the weapon used.
Gold: Corrosive effects last 15 seconds and add 200% to the energy consumption of the weapon used.
Corruption: When corrupted, the effectiveness is reduced by 50% but the increased weapon energy usage stays the same.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Antiquated	Main Power Pipeline	In an Archive Bin at the top of the Core.

MEGAHURTZ

MegaHurtz increases the damage inflicted by weapon Subroutines. The drawback is that the MegaHurtz subroutine also increases the amount of energy each weapon uses.

Alpha: Increases weapon damage by 10% and energy consumption by 50%.
Beta: Increases weapon damage by 40% and energy consumption by 100%.
Gold: Increases weapon damage by 60% and energy consumption by 200%.
Corruption: When corrupted, the effectiveness is reduced by 50% but the increased weapon energy usage stays the same.

First Instance

CHAPTER	SUBCHAPTER	DESCRIPTION
Root of the Problem	Assembly Level	In an Archive Bin near the docking area.

HOSTILE PROGRAMS

It might be difficult for a User to think of the inside of a computer as a hostile environment, but that's exactly what it is for anything that doesn't strictly comply with the system rules. This may seem like a shocking discovery, but how do Users think the security features they rely upon work, if not by force?

Unfortunately, system security measures are not the only hostiles inside the computer. Thanks to fCon's criminal intentions and the corruption their "Master User" has inflicted, Jet will face an army of adversaries throughout his time in a digitized state. This chapter contains all the information pertinent to battling these hostile programs.

Z-LOTS

Health: 100
Armor: N/A

Previously normal programs, z-Lots have been corrupted by Rector Scripts that now serve to carry out Thorne's mission. They are fanatical in nature and will stop at nothing to derez "non-believer" programs. These corrupted programs work hard to spread the virus by lobbing infected balls of explosive code at their intended target. Although they often appear in groups, they don't work well as a team and oftentimes destroy their counterparts with errant tosses.

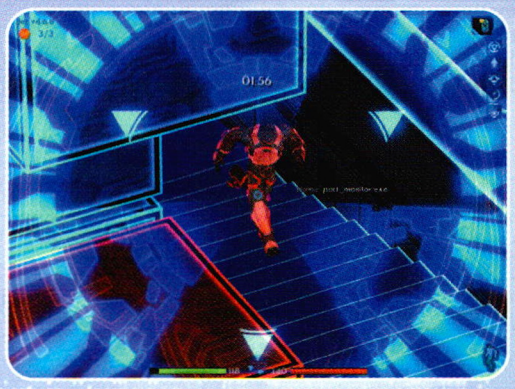
It's possible to dodge their attacks with relative ease due to the slow velocity at which their attacks travel. Although one well-aimed Disc toss is all it takes to derez a z-Lot, it's important to stay clear of their projectiles as they have the power to corrupt the subroutines installed in the System Memory. If this occurs, run the Disinfect Procedural on any infected subroutines before the virus spreads to adjoining subroutines. Similarly, empty blocks may become fragmented, thereby requiring the use of the Defrag procedural.

INTRUSION COUNTERMEASURE PROGRAMS (ICPS)

ICPs are security programs that have been installed throughout the network to ensure the proper use of system resources and prevent unauthorized activities on the network. ICPs come in a variety of forms and functions, but they all report to their leader—the Kernel. The strength of these programs depends upon the nature of the system in which they are installed. Some Users place more importance on security and have beefier ICPs at work protecting their data.

ICP REGULARS

Health: 100
Armor: 160, powered up to 260



ICP Regulars are low-level security programs sent to investigate any wrongdoing. They are especially concerned with the spread of the corruption, properly prepared to engage any unauthorized program they encounter. They will stop any intruders with methods that include immediate deresolution and quarantine, whichever presents itself first. ICP Regulars attack with a Disc, not unlike Jet's, with deadly accuracy. Lone ICP Regulars will run to a nearby Security Rezzing Station at the first sight of an intruder, so it is vitally important to keep them from sounding the alarm. These security forces typically attack in pairs and one will often crouch down in front of his partner.

AT EASE, SOLDIER!

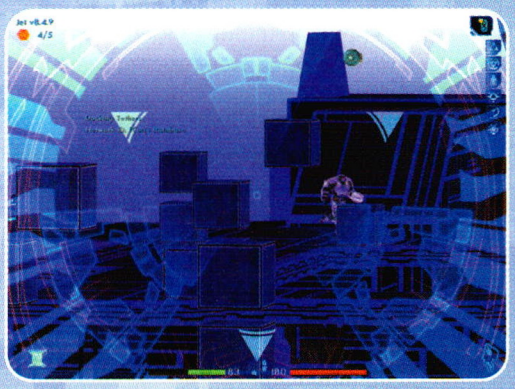
It's much easier to derez an ICP Regular by sneaking up on one. These ICPs only wear 160 points of armor when at ease. However, the first thing they do when alerted to an intruder is to power-up their armor to a level of 260. Since all ICPs have armor, it's always wise to attack with a Disc.

*ICP Regulars are much stronger on the fCon server and boast 200 Health and 260 Armor.

It's important to time Disc blocks well to avoid losing too much health. The ICP Regulars are so accurate with their throws that dodging incoming attacks is extremely difficult without running around a corner or hiding behind an obstacle. Although the Primitive Charge subroutine can help weaken ICPs faster than a normal Disc, always aim for an ICP Regular's head—preferably before the ICP becomes aware of Jet's presence.

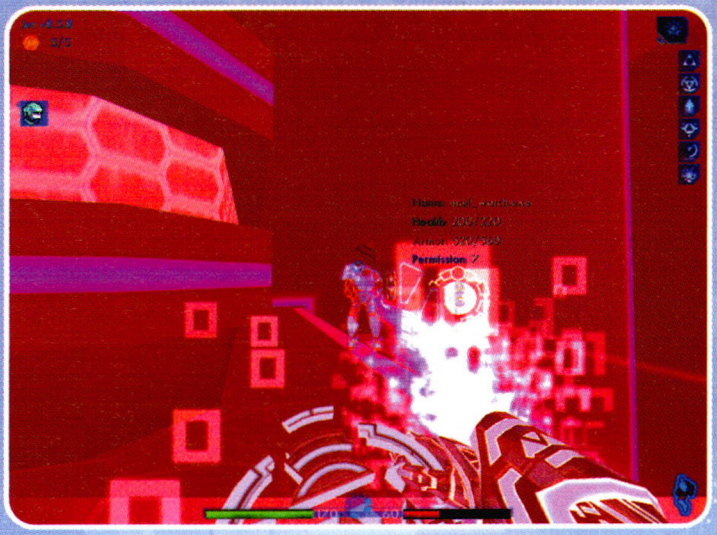
ICP LAUNCHERS

Health: 125
Armor: 560



ICP Launchers are very similar to ICP Regulars, but the Launchers come armed with the Sequencer subroutine. They can also launch numerous discs sequentially. ICP Launchers are the most well-armored of all ICPs, in addition to being the most agile programs in the ICP army. Fortunately, they are usually only brought in as backup after a Security Rezzing Station has been triggered.

An ICP Launcher will typically fire two or more Discs the moment it spots an intruder. When this occurs, immediately raise Jet's Disc to block the incoming projectiles. Even if there are other ICPs in the area, concentrate on derezzing the ICP Launcher first and aim for the head.



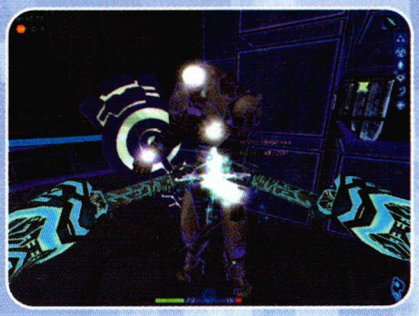
*ICP Launchers installed on the fCon server have 220 Health in addition to their 560 Armor.

ICP SHIELD

Health: 100
Armor: 500

ICP Shield programs are equipped with a body-length shield that can withstand repeated blasts from a Disc or other weapon before fragmenting. ICP Shield units never work alone and are seldom seen, especially if the other ICPs are derezzed before they can make it to a Security Rezzing Station. Nevertheless, they are a worthy opponent and demand respect.

An ICP Shield is not only difficult to derez because of its resilient shield, but also because other ICPs in the area will take cover behind it. The best way to combat this is to bank a Disc off a wall or obstacle behind the ICP Shield. With proper aim (and some luck), the Disc will ricochet back and hit the ICP Shield in the back of his head. Another effective tactic is to rely on the explosive power of the Cluster and Ball Primitive—whatever it takes to derez that shield!



*ICP Shields installed on the fCon server have 200 Health in addition to the 500 Armor their shield provides.

KERNEL

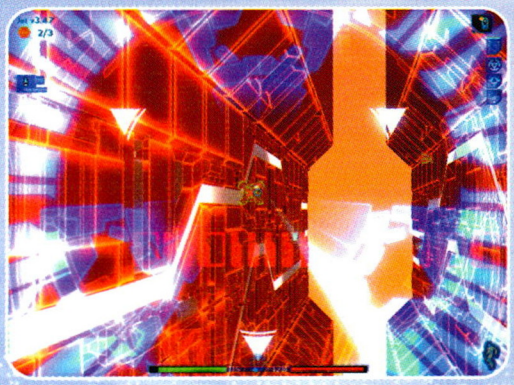
Health: 4140
Armor: 280

The Kernel, the commander of the ICP forces, is equipped much like an ICP Launcher, only he is far more agile, cunning, and resilient. No program has ever escaped deletion after having crossed the Kernel. All that is known of the Kernel is that he appreciates a good challenge, but he can allow his ego to interfere with his scheduled routines.

FINDER

Health: N/A
Armor: N/A

Finders are automated sentinels that patrol secure areas of the system by flying aboveground, shooting any unauthorized programs with deadly accuracy. Finders have amazing range and will likely spot Jet long before he spots them. If Jet suddenly starts taking damage from an unseen foe, don't stand up and look for it; instead, run and take cover! After the Finder loses sight of Jet, it will look for him for a few seconds and return to its patrol path. Stay in hiding until the coast is clear, then peer around the corner and take it out with the LOL or a well-aimed Disc. It only takes one hit to derez a Finder. When destroying a Finder, anything within its blast radius will incur damage.

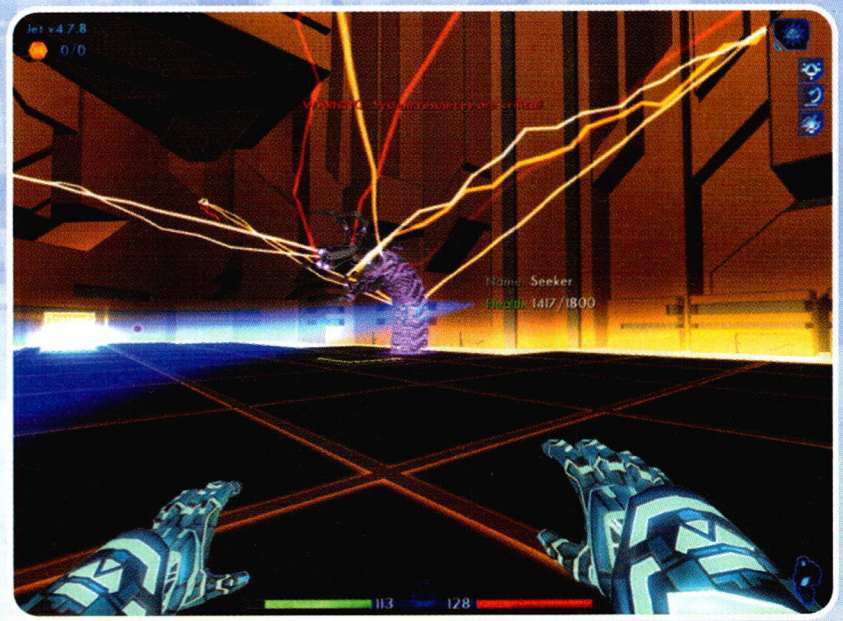


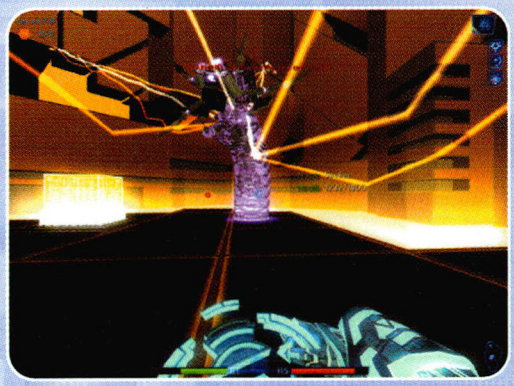
SEEKER

Health: 1800
Armor: N/A

When a User encounters trouble locating a program, it is the Seeker that is sent in search of it. Seekers are enormous, snake-like programs that can track their prey with uncanny swiftness. Once its target has been cornered, the Seeker will rise out of the floor and attack by firing a series of powerful stingers that can hit their mark from a great distance. Strafe away from the incoming projectiles, then counter with a powerful weapon (such as the Cluster Disc or Drunken Dims).

The Seeker's attacks aren't limited to its stingers. If Jet gets too close to the Seeker, it will swipe its elongated body at him causing immediate deresolution on contact. Additionally, the Seeker will drop below the floor and move to another location. During this time, an energy trail will follow it across the floor; coming in contact with this trail will also cause immediate deresolution. Battling the Seeker isn't necessarily difficult, as long as Jet keeps moving. What makes fending off a Seeker difficult is the fact that they never fight without backup!

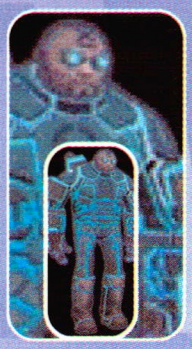




*A Seeker released on the fCon server will have 3825 Health.

RESOURCE HOGS

Health: 175
Armor: N/A



Resource Hogs are programs that have become weighed down with unnecessary upgrades and unwanted features. Struggling under their own resource requirements, they are forced to derez all opponents to feed upon the freed resources. Resource Hogs are equipped with the Suffusion subroutine for their Rod Primitive and are dangerous when approached at close range. Consider using the LOL or a Disc-based weapon when engaging them.

RECTOR SCRIPT

Health: 200
Armor: N/A

Thorne's corruption has produced a strange by-product known as Rector Scripts. Rector Scripts float aboveground and use their pulsating energy to convert normal programs into z-Lots. Rector Scripts are swift and difficult to track, so it's important to avoid their incoming attacks. These attacks can inflict damage and infect Jet's installed subroutines.

Rector Scripts can move in behind Jet when he least expects it. The good news is that once detected, they tend to hover in place while attacking in hopes of outlasting their opponent. Take cover behind a nearby object and rely on the Sequencer or Cluster Discs to derez them.

DATAWRAITH

Health: 175
Armor: N/A

The DataWraiths are the soldiers of fCon's digitized army. These Users have been trained to infiltrate government and military servers and steal confidential information from within the computer world. DataWraiths are highly elusive creatures with the ability to rez in and out of the virtual realm. They will often appear when Jet least expects it.

As intimidating as the DataWraiths seem to be, it's not too difficult to derez them as long as Jet gets a clean shot on them while they're rezzing into the room. Since the DataWraiths can vanish in the blink of an eye, attempting to derez them with a long-distance attack is futile. Keep the Cluster Disc or Suffusion weapon in hand and wait until they are in the midst of appearing in front of Jet. Attack just as they appear for an instant derezzing!

WALKTHROUGH

UNAUTHORIZED USER

PROGRAM INITIALIZATION

OPERATING SYSTEM

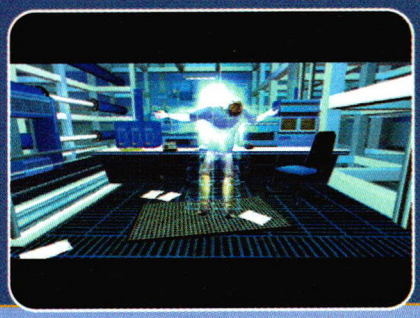
SYSTEM VITALS

Build Notes: 0
C.O.W.: 0
Hostile Programs: None

Twenty years have passed since Alan Bradley's Tron program helped save the world from the diabolical plans of a supercomputer run amuck. Alan has devoted this time to perfecting his digitization technology and can finally transpose a human being into a computer. This technology is made possible thanks to Ma3a, the artificial intelligence program that is capable of storing the complete genetic makeup of a human being and, more importantly, knowing the correction algorithms necessary to deliver the human safely back to the physical world.

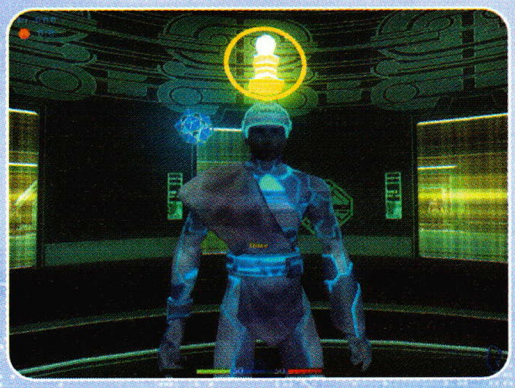
Just as Alan is putting the finishing touches on his life's work, a virus controlled by a malicious user named Thorne infects the laboratory hard drives via email. This breach of virtual security is partnered with a surprise knock at Alan's laboratory door. Jet, Alan's son, overhears his father in a scuffle while on the phone with him. The line goes dead...

A worst-case scenario has occurred and Ma3a instantly initiates the contingency plan. Ma3a activates the digitization laser and delivers Jet to the computer world, or more precisely, the world inside the computer. Jet regains his senses inside the laboratory server, his casual attire having been replaced by a neon blue gladiatorial suit. Why is he here?



OBJECTIVE› FOLLOW BYTE'S INSTRUCTIONS.

Jet is immediately met by his guide, Byte, and is given the option to undergo basic training or skip ahead to combat training. The basic training option is highly recommended for everyone.



Byte explains how to use the Help files that will be sent to Jet throughout his time in the System. Use the Action key to talk to each of the Programs and Byte whenever the yellow "talk" icon appears over them. The first two red Help Programs explain player movement and the status display.

›››››TASK TALK TO THE NEXT HELP PROGRAM AND LEARN ABOUT BUILD POINTS. (5 BUILD POINTS)

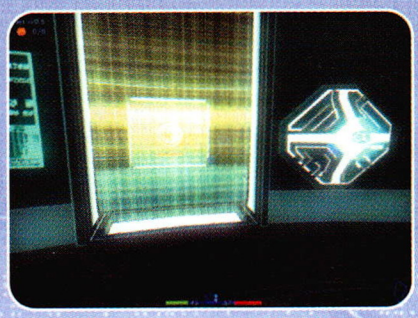
Talk to the third Help Program twice to learn about Build Points, gaining a new Version Number, and distributing performance points. Jet has been upgraded to Version 1.0, so he can upgrade his performance ratings. Consider focusing much of this initial upgrading on Energy and Health performances. Slight enhancements to the Weapon Efficiency and Processor are also encouraged.

›››››TASK ACCESS AN I/O NODE AND RETRIEVE MA3A'S MESSAGE. (0 BUILD POINTS)

Ma3a pings Jet to request for a communication between the two of them. Byte unlocks an area where an I/O Node is located. I/O Nodes allow programs to communicate with one another over great distances. Enter the I/O Node Training Room and talk with the Program behind the bench to learn about I/O Nodes.

The I/O Node to the right of the Program requires Permissions 2 and 3, as indicated by the red sections of the ring that appear over it. Jet's current Permission Set is empty. Follow Byte to the Archive Bin Training Room. As was the case with the I/O Node in the previous room, Jet doesn't have the required permissions to open the Archive Bin. Luckily, Byte has the Permission and transfers it to Jet. Approach the Archive Bin and press the Action key to access the Permission inside. Press the corresponding number key as indicated on the left-hand side of the screen to download it.

Now that Jet has Permissions 2 and 3, he can access the I/O Node and retrieve Ma3a's message. Return to the previous room and talk to Ma3a. She has prepared a combat training arena for Jet to practice using his Disk.

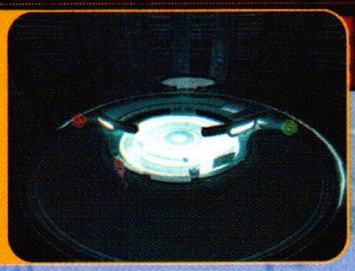


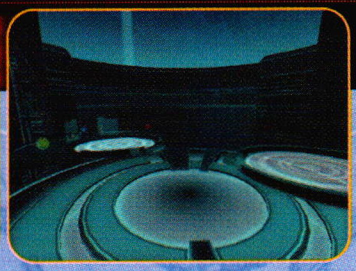
The Data Stream leading to the combat arena is beyond the Binary Bit Training Room. Inside this room, Byte encounters a socket switch that is without its binary bit. Jet must find the powered down binary bit and restore power to it. Talk to the Help Program to the left of the second gate, then locate the binary bit on the floor next to him. Transfer 30 Energy to the bit to fully restore it.

Follow the Help Program to the other side of the room and inquire about binary bits. After the binary bit has been restored, it returns to its nearby socket switch. However, it still needs more power to perform its necessary function. Approach the socket and press the Action key to lower the force field blocking the Data Stream.

COMBAT TRAINING ARENA

OPERATING SYSTEM





SYSTEM VITALS

Build Notes: 3
C.O.W.: 0
Hostile Programs: z-Lot

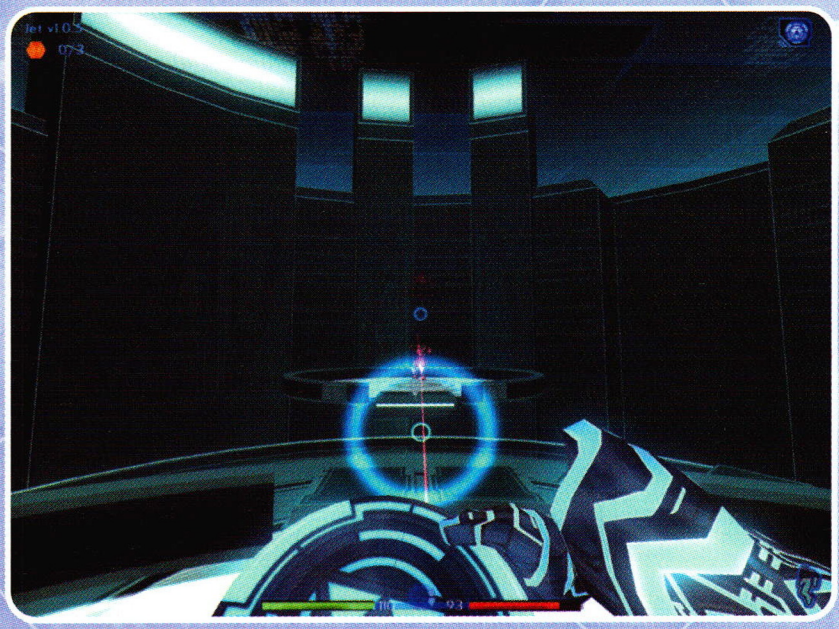
OBJECTIVE› FOLLOW BYTE'S INSTRUCTIONS.

Pick up the Disc (Disc Primitive) from the shelf as instructed by Byte. Those who have never experienced combat in the Tron universe before should press the corresponding key to do so now.

›››››TASK COMPLETE THE COMBAT DISC TRAINING. (5 BUILD POINTS)

Use the Health and Energy Patches to fill the respective gauges before engaging in combat—don't head off into battle on an empty tank! Talk to the Help Program to commence training. Press the F5 key to Quick Save and step onto the white ring to begin training.

The Help Program covers the fundamental ways to use the Disc in combat. After the basics have been explained, a sparring partner appears on the platform across the arena. Practice blocking the Test Program's attack by pressing the Right Mouse Button immediately after it tosses its disc. Use the Left Mouse Button to attack and strafe out of the way of incoming Discs.



Once Jet has derezzed the Test Program, a light bridge forms to connect the two platforms. Cross the bridge to collect the Program's Core Dump. Although Core Dumps often contain Health and Energy, many (such as this one) also contain subroutines and permissions. This one contains Permission 7. Continue practicing against additional Test Programs by activating the control panel. Approach the Data Stream to return to the entry level when you're finished training.

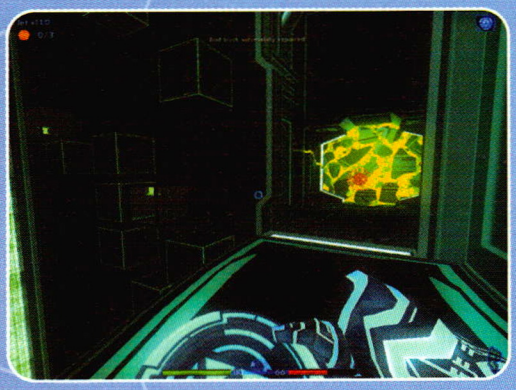
>>>>>TASK ESCAPE THIS SECTOR BEFORE SUCCUMBING TO THE CORRUPTION. (10 BUILD POINTS)

The corruption has spread to the entry level. Jet must put his newfound combat abilities to use immediately. Prepare to toss the Disc at the heads of the z-Lots as they stroll past the doorway. Dodge their attacks by strafing and collect their Core Dumps to regain any lost Health.

CONTAMINATION!

The corruption not only harms Jet, but it can fragment the memory blocks of the System Memory as well. Fragmented memory blocks reduce the memory available to install subroutines later on. Press the F1 key to see if any blocks have been damaged. If so, drag a bad block onto the Defrag Procedural to clean it up. The Defrag Procedural only works on one bad block at a time.

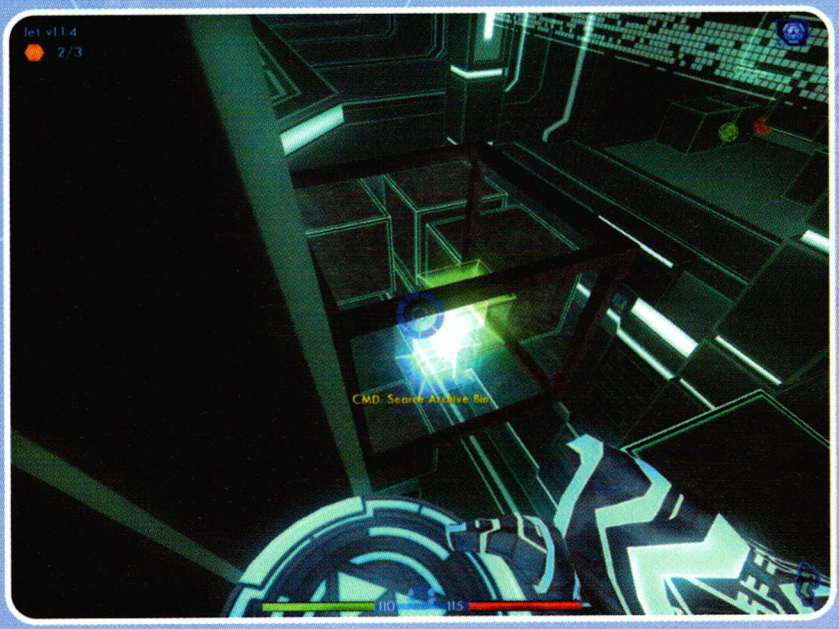
Follow Byte through the corridor to the Exit Platform and ride the lift to the lower level of the server. The path leading from the lift branches to the left and right. Leave Byte for the time being and head to the left. Search for a Health Patch and two emails concerning the current virus impacting the server.



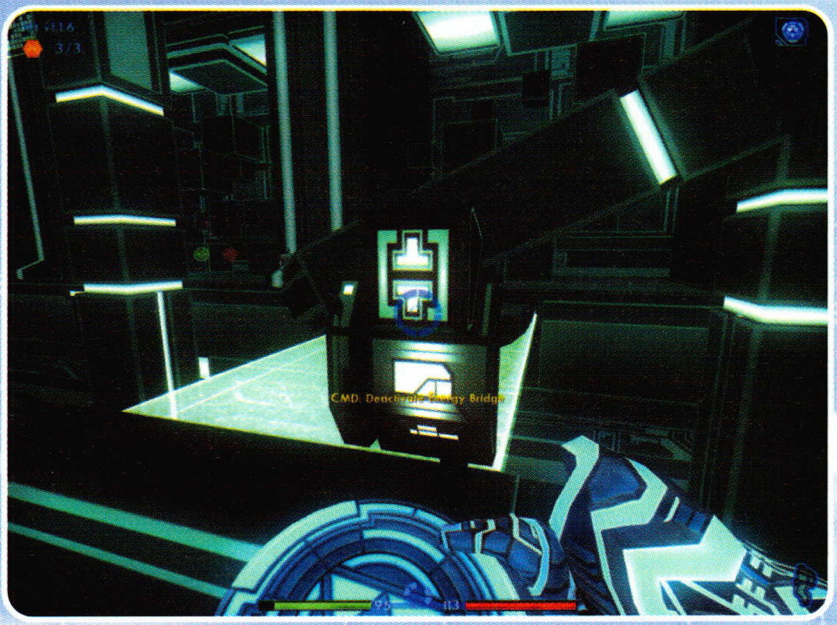
Byte activates the socket controlling the force field. Check near the program for a Build Note and follow Byte to the corrupted ledge to the right. According to Byte, the only way out of this area is through the corridor above this ledge. The ledge is currently too high to reach, but a subroutine in a nearby area will boost Jet's vertical leaping ability significantly. Look for another Build Note near the Infinite Patch to the left, then talk to Byte near the large force field.

>>>>>TASK LOCATE AND ACQUIRE THE SUBROUTINE THAT INCREASES JUMP HEIGHT. (5 BUILD POINTS)

Once the force field has been removed, go through the corridor and head to the right. Don't go down the ramp just yet. Instead, follow the path around to the balcony above the next room and collect the Email and Permission 8 from the Archive Bin. Jump onto the Archive Bin to access its contents, then leap across to the other ledge to see if the third and final Build Note for this area is there. Return to the previous room and follow the path down the ramp to the lower level.



A friendly program by the name of ROMie is stuck on the far side of the room due to some debris resting on the energy bridge. Deactivate the bridge to make the debris fall into the pit, then cross the bridge after ROMie reactivates it.



Retrieve the Y-Amp subroutine and the Blaster (Mesh Primitive) from the Archive Bin and immediately duck behind the crates to avoid attacks by the z-Lots.

>>>>>TASK INSTALL THE Y-AMP SUBROUTINE INTO THE SYSTEM MEMORY AND JUMP ONTO THE LEDGE LEADING TO THE EXIT. (2 BUILD POINTS)

Head around the divider to the stack of crates and locate the Archive Bin to download another email and Permission 7 (if it wasn't obtained earlier). The z-Lots wander across the bridge during this time, too. Use the Blaster to derez them, then use the Health and Energy Patches to top off Jet's resources.

Jet encounters another pair of z-Lots on his return trip to Byte. Collect their Core Dumps to obtain the Profiler subroutine. Run the Defrag and Disinfect Procedurals on any corrupt subroutines or bad blocks.

Make sure the Y-Amp is installed and disinfected, then jump onto the ledge near Byte. Download the Email and Profiler subroutine if needed and step onto the Lift to escape the area before succumbing to the corruption.

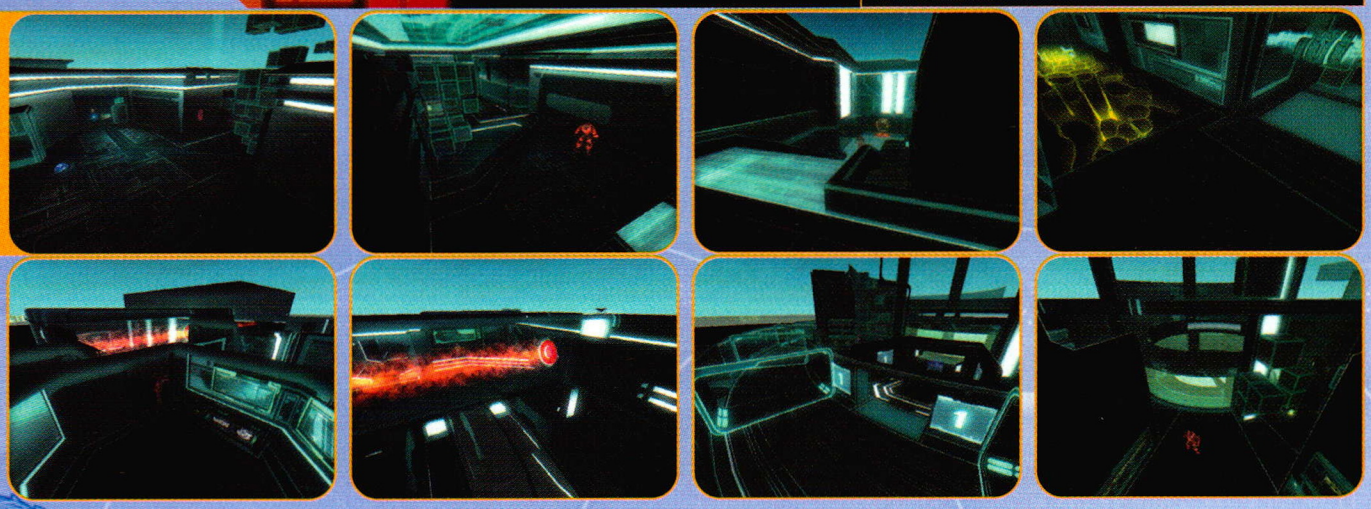
News of Jet's presence inside the network has reached the Kernel, a security program designed to protect the network. The Kernel gives the order for additional Intrusion Countermeasure Programs (ICPs) to be dispatched at once. They are to catch the interloper immediately!

PROGRAM INTEGRATION

SYSTEM VITALS

Build Nodes: 4
C.O.W.: 1
Enemies: ICP Regular, z-Lot

OPERATING SYSTEM



BYTE: "A Bit!? Ha! I'm a Byte! Ma3a wouldn't send a simple Bit to do a Byte's job—let me tell you mister..."

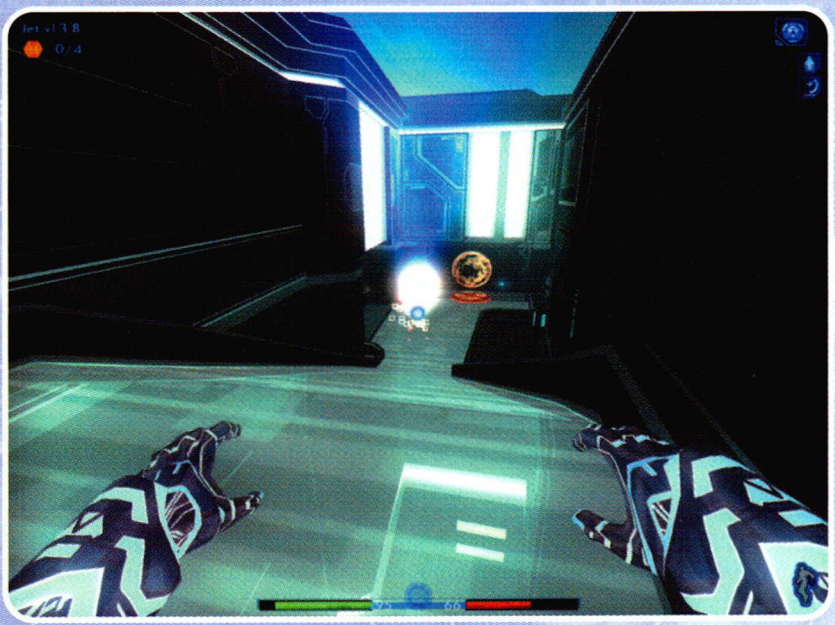
OBJECTIVE› FIND MA3A AND PROTECT HER FROM THE CORRUPTION.

›››››TASK INVESTIGATE THE STRANGE NOISE. (5 BUILD POINTS)

Jet and Byte aren't alone. A simple program called a Code Optimization Ware (C.O.W.) is scurrying about on the floor nearby. Approach the C.O.W. and press the Action button. These one-time-use programs enable a subroutine to instantly upgrade. Upgrading a subroutine not only makes it more efficient (requires less memory blocks), but it also enhances the subroutine's effects. Drag the Y-Amp subroutine onto the C.O.W. to upgrade it from Alpha status to Beta.

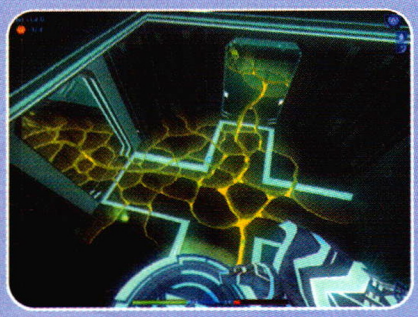
>>>>>TASK FIND THE MISSING PERMISSION TO THE POWER STREAM CONTROL SECTOR. (5 BUILD POINTS)

Byte informs Jet that he's currently unable to open the door leading to the Power Stream Control Sector. Collect the Emails from the Archive Bins in the stacks of blocks up ahead, then slowly approach the ramp leading down to Byte. Crouch down to remain out of sight until you reach the ramp, then stand up and take out the ICP with the Disc.



After the ICP has been derezzed, Byte activates the nearby socket. This causes a passage to open in the wall to the right of the Data Stream. Run and jump into this newly revealed corridor.

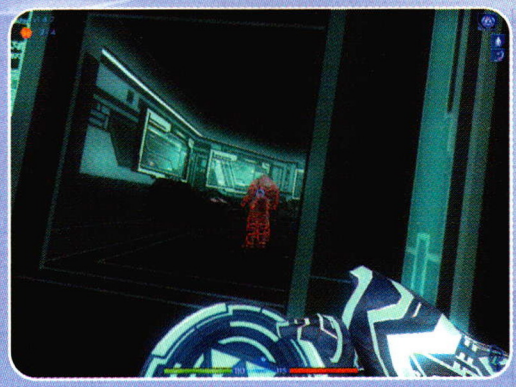
This path leads to a series of rooms with z-Lots in them. Use the Disc to derez the first z-Lot, then jump down onto the floor and run straight ahead to the distant corner. Use the sides of the doorway for cover while fighting the z-Lots that appear behind. Collect the Core Dumps and look for a Build Note or two.



Run and jump across the large pit in the corridor leading out of this section and derez the pair of z-Lots on the far side. Crawl under the blocks in the corner opposite the force field to find an Archive Bin containing Permission 1 and the Fuzzy Signature subroutine. Use the nearby Infinite Patch to regain the spent energy.

Put the new permission to use right away by lowering the force field near the Data Stream. Look for a Build Note behind the Data Stream and use it to return to Byte, who's waiting on the floor above. Follow Byte to the door near the entry point of this area and open the locked door.

The program inside this area actually thinks that Jet is the cause of the corruption. Follow Byte down the hallway to the right. Two ICPs are stationed in a control room up ahead. Crouch down to sneak past their window without being seen (or heard, thanks to the Fuzzy Signature). Lean around the corner to the doorway leading into the control room and derez them both with a couple of quick throws of the Disc. Transfer Permission 4 from the Core Dump and check the area for a Build Note.



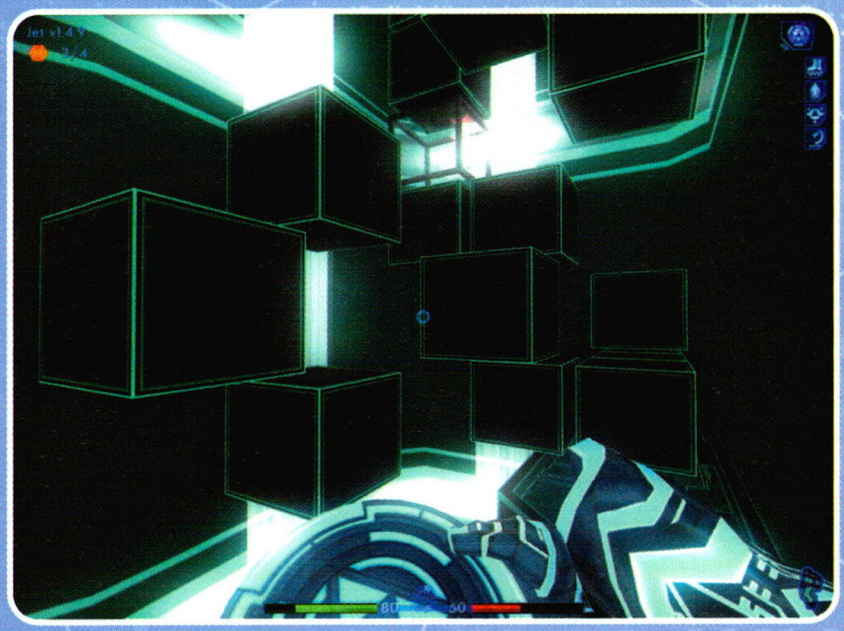
>>>>>TASK LOCATE AND ENTER THE EXIT PORT. (5 BUILD POINTS)

>>>>>TASK CYCLE POWER STREAM TO THE FAR COUPLING. (5 BUILD POINTS)

Talk with Marco, the program near the Power Stream, to learn how to get to the exit port. Also, heed his advice and stay clear of the Power Stream. Follow the corridor away from the Power Stream.

Look for a Build Note past the stack of crates and have the Disc ready to dole out punishment to the ICPs at the far end of the hallway. Walk quietly up to the ICP and use the melee attack to derez him at close range. This keeps him from triggering the nearby Security Rezzing Station. Scan the Core Dump for the Primitive Charge subroutine, which increases the damage inflicted when using a Primitive weapon. Head back to the area near the stack of crates.

It might seem like Jet has nowhere to turn, but there's a narrow passageway where the Build Note is located. Follow this access tunnel to a bottomless room with a series of crates stacked up on the right. There are two Archive Bins in this area: one directly below the ledge on which Jet enters, and another one high up on the right. Use the Quick Save and carefully jump to the Archive Bins to collect Permission 4 (if needed), an unknown subroutine, and, Permission 2. Run the unknown subroutine through the Port Procedural to make it compatible with Jet's system. This particular subroutine is a piece of head armor known as the Submask.

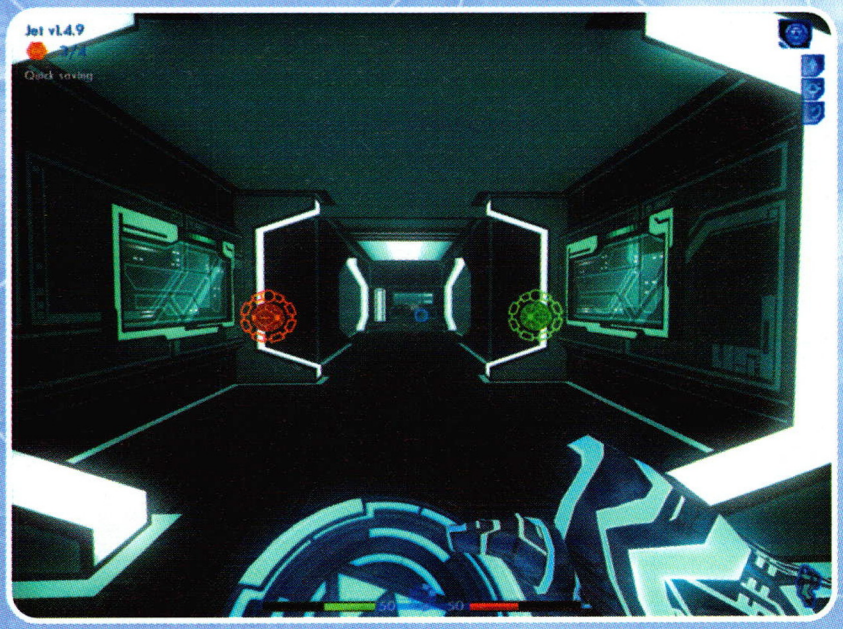


FIRST-PERSON JUMPER

There's no denying that tricky jumping situations can be a troublespot for many gamers. When climbing the stack of crates, consider pressing the Jump button and, while airborne, pressing the Forward button. This should keep Jet from leaping up and over the next block. Similarly, be patient when descending the stack and use the Walk function to keep from running off the edge of a crate. Most of all, use the Quick Save often to prevent the need to backtrack.

After raiding the Archive Bins, hop across to the ledge on the far side. Duck through the small opening in the wall to enter an otherwise inaccessible room. Leap up through the hole in the floor and jump onto the Archive Bin in the corner. Transfer the Virus Scan and Profiler subroutines out of the bin, then hurry back through the hole in the glass floor to avoid detection by an ICP.

Continue up the ramp to the main corridor leading to the Power Stream coupler and use the newfound permissions to deactivate the Security Rezzers. Battle past the ICPs to the far end of the corridor and use the Energy and Health Patches before cycling the Power Stream via the control panel at the rear of the room.

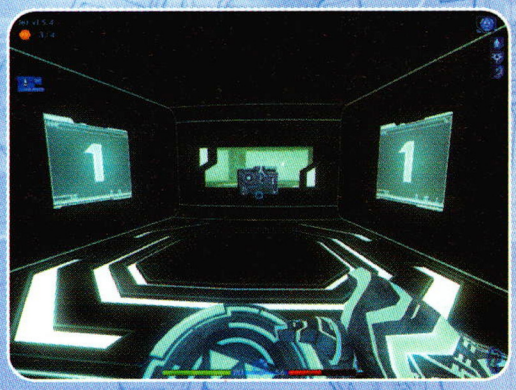


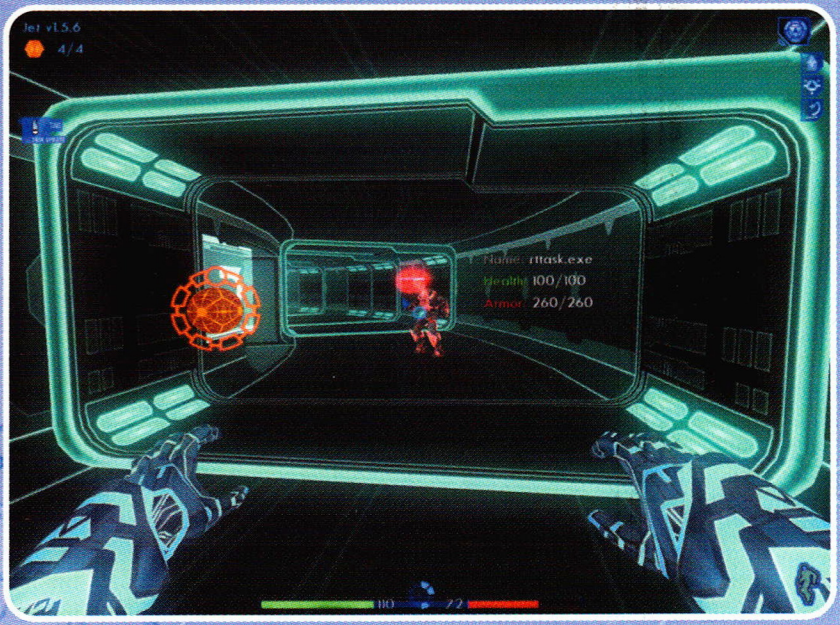
Derez the ICPs that attack en route back to the entrance of this area once the Power Stream has been rerouted. Walk under the second Power Stream and look on either side of the ramp for an out-of-sight Build Note. Talk with the program and step into the Data Stream to move toward the exit port.

>>>>>TASK DEACTIVATE THE PROTOCOL QUARANTINE FIELD PROTECTING THE EXIT PORT. (5 BUILD POINTS)

The Kernel's quarantine command is being carried out—a series of energy fields are dividing up the room in hopes of trapping Jet. The only way out is to activate four Binary Bits before being caught by the ICPs. The exit port remains sealed out of reach until energy has been transmitted to each of the four binary bits.

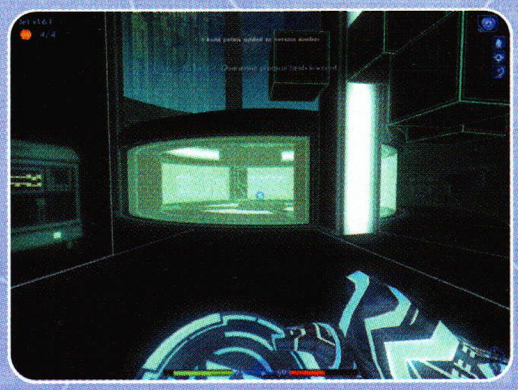
The area is circular and contains four rooms separated by spurs connecting an outer hall and the inner circular area where the exit port is located. Begin the escape by entering the room straight ahead. Hold down the Action button to transfer energy to the Binary Bit until it becomes active. Exit this room and head down the nearby hall that leads to the center of the area.





Deactivate the Security Rezzing Station on the wall to the left. Continue clockwise around the room past the first batch of ICPs and back out to the perimeter of the area. From this location, Jet can activate the second Binary Bit.

Continue weaving in and out of the center area and the outer hallway to bypass the quarantine fields and to access the other rooms with the Binary Bits in them. Watch for ICPs and prepare to battle them in pairs. Block their attacks to send their discs flying out of control, then counterattack. Once the quarantine protocol has been lifted, head to the center of the room and step into the Exit Port to escape.



The quarantine may have failed, but the Kernel tracked Jet's escape through the Exit Port. Once in custody, Jet tries to reason with the Kernel, but the program isn't ready to believe that the one who stands before him is a User. Jet's fate hangs in the balance.

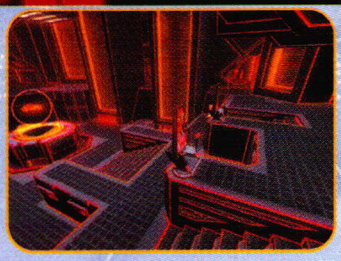
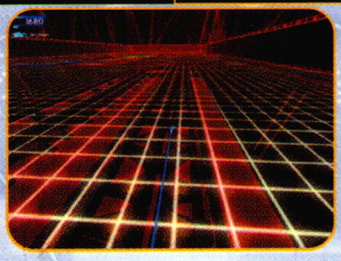
VAPORWARE

LIGHT CYCLE ARENA AND STAGING PIT

SYSTEM VITALS

Build Notes: 5
C.O.W.: 0
Hostile Programs: None

OPERATING SYSTEM

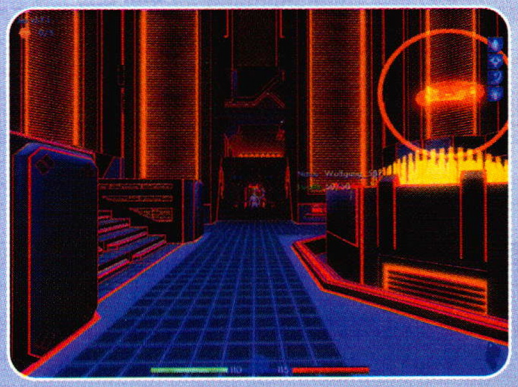



Much to Jet's dismay, a team of ICP Regulars was waiting for him on the other end of that exit portal and he was taken to meet the Kernel. The Kernel was content to have Jet immediately derezzed for having the audacity to declare himself a User. Instead, thanks to a recommendation from a mysterious female program, the Kernel decides to toss Jet onto the Game Grid—now it's up to Jet to decide his fate.

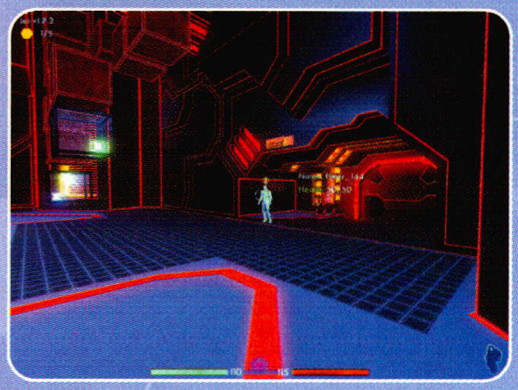
OBJECTIVE› FIND MA3A AND PROTECT HER FROM THE CORRUPTION.

›››››TASK LEARN ABOUT LIGHT CYCLES BEFORE COMPETING ON THE GAME GRID. (5 BUILD POINTS)

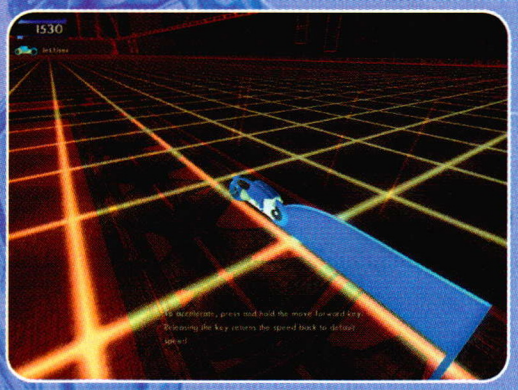
Walk straight ahead to the equipment station and talk to the program. The program gives Jet the Rod Primitive, which is used in the arena to transform into a Light Cycle. Head up the main staircase and walk around the perimeter of the staging pit to the Archive Bins in the rear. All the while, look for Build Notes in the corners of the room.

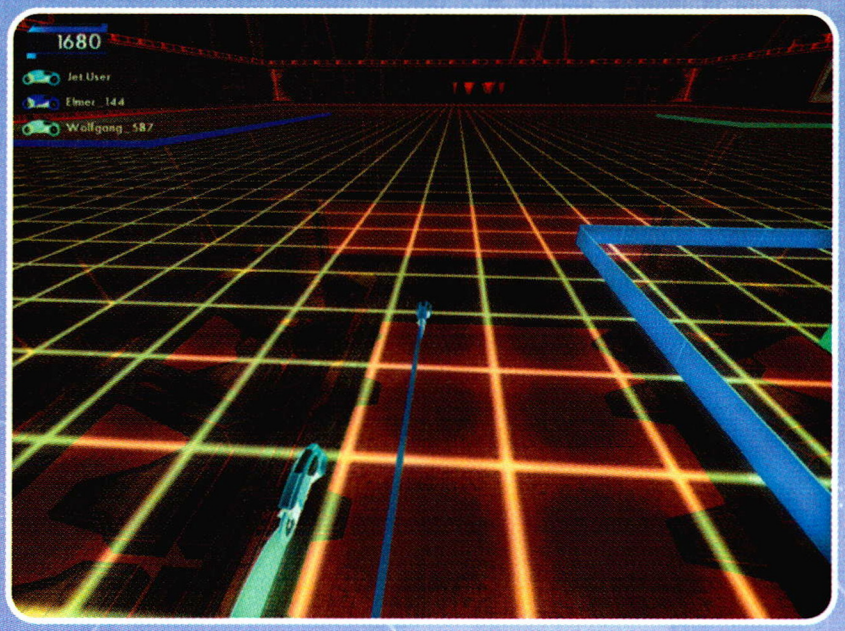


Transfer the two Permissions and the Email out of the lower Archive Bin, then talk to the program leaning against the wall. Elmer_144 opens the port leading to the Light Cycle training grid. Enter the Data Stream to learn how to race a Light Cycle.



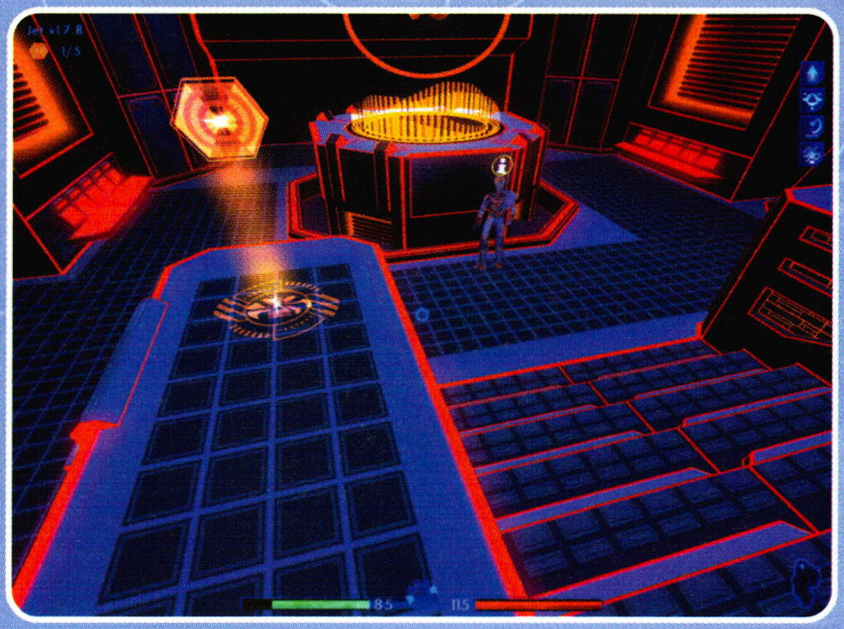
There are two training lessons for Light Cycle racing: the first covers the basics of controlling the Light Cycle, while the second lesson introduces Jet to the purpose of Light Cycle competitions (to get the other riders to crash into your light trail) and the use of power-ups. Follow the on-screen instructions and consult the "Light Cycle" chapter of this guide for additional instructions.





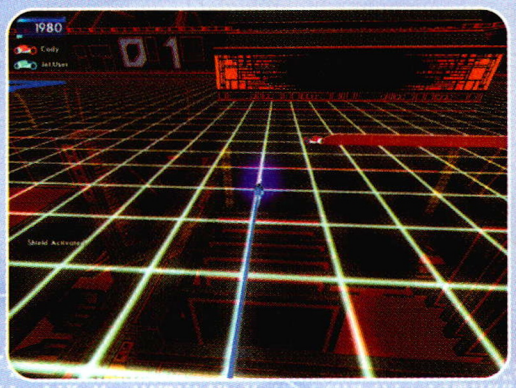
>>>>>TASK ENTER THE DATA STREAM AND START RACE ONE. (0 BUILD POINTS)

After completing the Light Cycle Training, Jet materializes back in the staging pit. Perform a second walk around the area in search of Build Notes that may have appeared and talk to the program in the center of the room. Follow the program to the Data Stream leading to the Game Grid. Perform a Quick Save and enter the race.



>>>>>TASK DEFEAT THE LIGHT CYCLE RACERS. (5 BUILD POINTS)

The first race is against two other programs, each with identical Light Cycles. There are two ways to approach this first race. Either keep out of the opposition's way in hopes that they will derez one another, or accelerate toward the power-ups and use them to outwit the competition. Since this is the first—and easiest—race to win, it's best to actively try to win the race by out-driving the other programs. As long as Jet avoids getting trapped in a maze of light trails, he should come out on top. After both competitors have been eliminated, steer the Light Cycle into the Exit Icon in the center of the arena to return to the staging pit.



THE OLDEST TRICK IN THE BOOK

One of the opposition's favorite maneuvers is to race alongside Jet, get slightly ahead of him, then cut him off with a sharp turn that is virtually impossible to avoid. It's important to recognize what the other racer is trying to do and back off prior to the maneuver. If another racer gets a cycle-length or two ahead of Jet while racing side-by-side, decelerate and turn away.

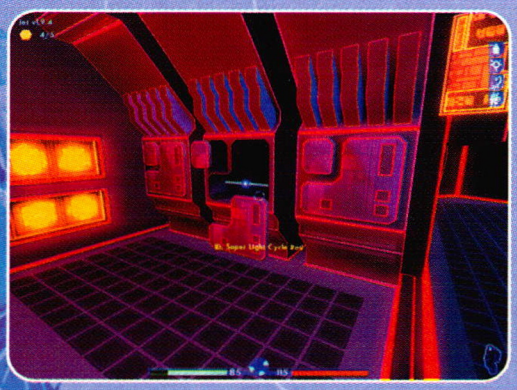
>>>>>TASK PREPARE FOR THE NEXT LIGHT CYCLE RACE BY TALKING TO PROGRAMS IN THE STAGING PIT. (0 BUILD POINTS)

Approach the pair of ICPs and eavesdrop on their conversation about wagering on the race. The program named Spooler asks Jet who he thinks is going to win the next heat. Select response #2 (the blue racer), then step back and listen to the commentator do the play-by-play of the race. The blue racer will win and Jet will receive 5 Build Points for offering the correct information!

Follow the upper walkway back toward the port leading to the training facility. Talk with the ICP to obtain a permission—he's placed big money on Jet to win the next race and wants him to use some upgraded equipment.

>>>>>TASK FIND THE ACCESSIBLE SECURITY LOCKER AND RETRIEVE THE NEW EQUIPMENT. (5 BUILD POINTS)

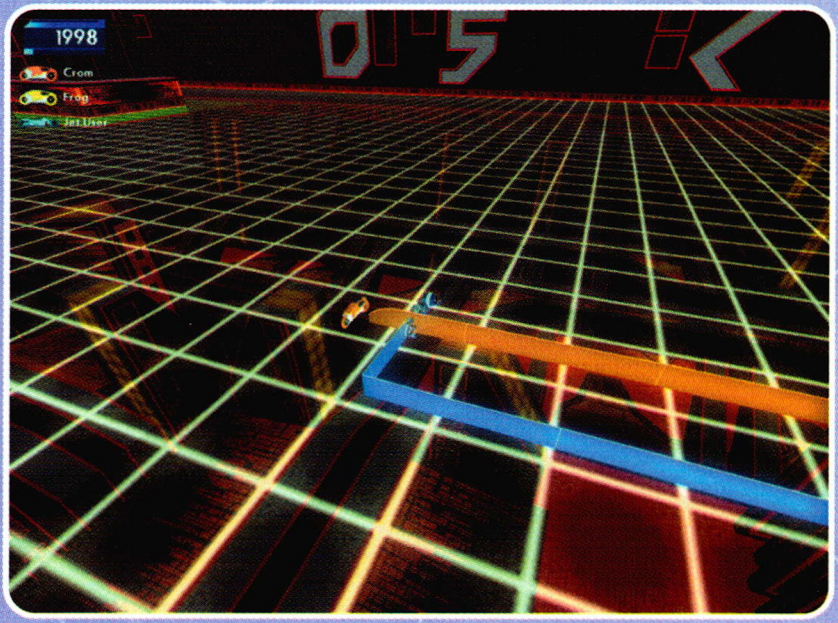
Walk counterclockwise back around the staging pit and enter the alcove with the three security lockers. Use the new permission to unlock the middle locker and obtain the Super Light Cycle Rod. The Super Light Cycle is Jet's secret weapon in the next race!



>>>>>TASK ENTER THE DATA STREAM AND START RACE TWO. (0 BUILD POINTS)

>>>>>TASK DEFEAT THE LIGHT CYCLE RACERS. (5 BUILD POINTS)

Unlike the first race, this one features four racers. Fortunately, Jet has the fastest Light Cycle of the crowd and can use it to get ahead of most of the competitors. The racers all start on opposite sides of the arena racing toward the center. Accelerate to the middle and turn to the left or right twice to make an abrupt U-turn. At least one or two of the other racers will likely crash at the intersection point, leaving Jet with fewer cycle trails to avoid. Use the added speed of the Super Light Cycle to cut in front of any remaining competitors, then enter the exit icon to return to the staging area.

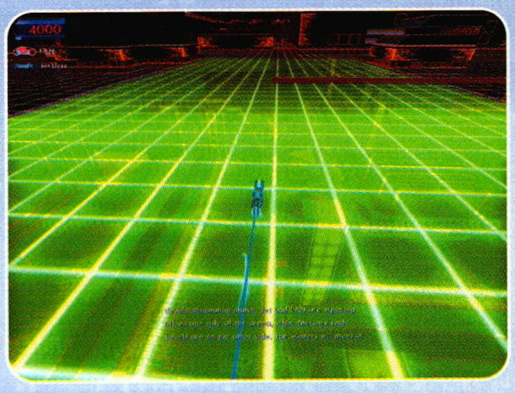


>>>>>TASK PREPARE FOR THE NEXT LIGHT CYCLE RACE BY TALKING TO THE PROGRAMS IN THE STAGING PIT. (0 BUILD POINTS)

NEW AND IMPROVED VERSION 2.0!

If you've been thorough collecting Build Notes, winning the second race should put Jet over the 2.0 milestone. This means that he now has another 100 performance points to distribute between Health, Energy, Weapon Efficiency, Transfer Rate, and Processor. Distribute the bulk of the upgrades to Health and Energy, but start enhancing the performance of each of the other attributes as well.

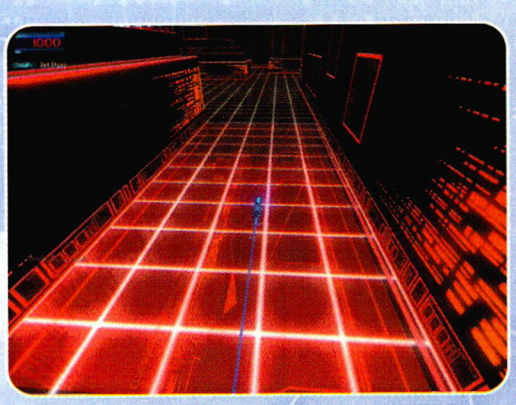
Talk to the other programs about the upcoming race and look for any uncollected Build Notes. Program Jay_897 informs Jet just how low the odds are of him defeating Mercury. Apparently Mercury has never lost!



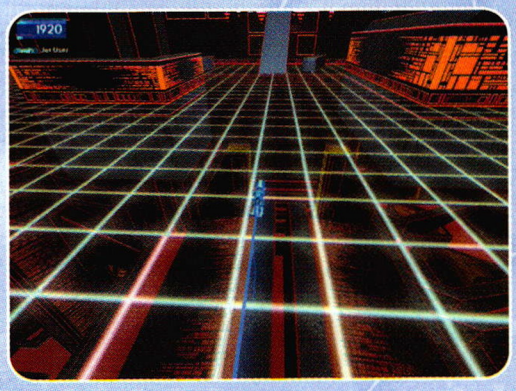
>>>>>TASK ENTER THE DATA STREAM TO START THE NEXT RACE. (0 BUILD POINTS)

>>>>>TASK DEFEAT THE LIGHT CYCLE RACERS. (5 BUILD POINTS)

>>>>>TASK ESCAPE THE LIGHT CYCLE ARENA. (5 BUILD POINTS)



The third and final race is a double-elimination match with the arena split into two halves. Jet competes against LAN, while Mercury races against Two-D. Shortly after the race begins, Jet hears the commentator announce that Mercury has crashed into an observation tower. The mysterious Mercury then radios Jet to tell him to eliminate his opponent and drive up and over the debris—she's made an escape route!



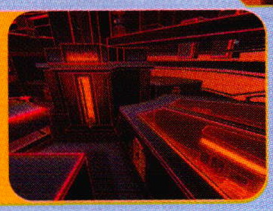
Accelerate toward the speed zone and turn to the left to pick up the Shield Break. Use the Shield immediately and turn back toward the starting point. Work to derez LAN as quickly as possible. From the starting point, head to the far right-hand corner of the arena to exit via the ramp that Mercury made. Grab an extra Shield Break on the way there, just in case Two-D decides to make the escape more difficult. Carefully steer the Light Cycle up the ramp to exit the Game Grid.

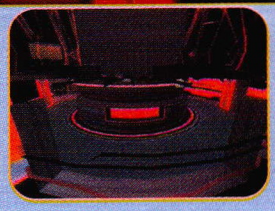
PRISONER BIN

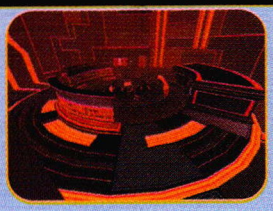
SYSTEM VITALS

Build Notes: 4
C.O.W.: 1
Hostile Programs: ICP Regular, Finder

OPERATING SYSTEM





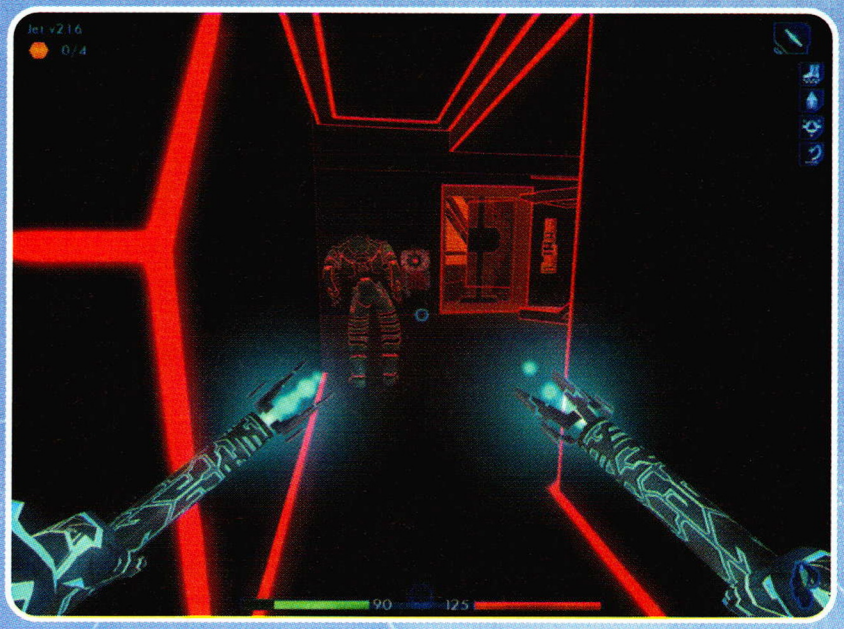


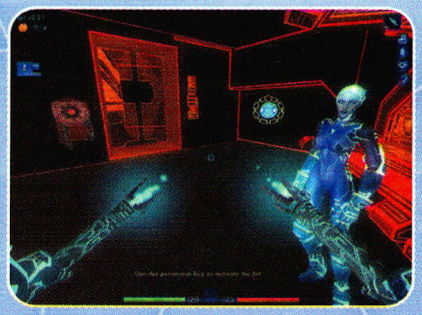
OBJECTIVE> FIND MA3A AND PROTECT HER FROM THE CORRUPTION.

Mercury isn't at all what Jet was expecting; she's a sexy female program who has obviously been around the network a few times. Most importantly, she knows Ma3a and is willing to help. Approach Mercury to learn about using the Rod Primitive as a weapon. Since Jet's Disc and Blaster were taken when he was captured, the Rod Primitive is all he has to defend himself with.

>>>>>TASK TEST OUT THE ROD PRIMITIVE ON THE ICP REGULAR. (5 BUILD POINTS)

After Mercury disables the force field, make sure the Fuzzy Signature subroutine is online and head down the hall. An ICP Regular is standing guard near the control panel up ahead. Circle around behind him by sneaking through the narrow opening on the right. Walk up behind him and press and hold the Fire button to derez him with the Rod Primitive.





Mercury meets with Jet near the control panel. Download Energy from the nearby patch routine, then talk with Mercury to obtain the necessary permission. Mercury's plan is for Jet to travel through the Prisoner Bin area to the Processing Level and, eventually, sneak into the Kernel's Observation Tower. Mercury will be in contact with Jet once he reaches the Processing Level.

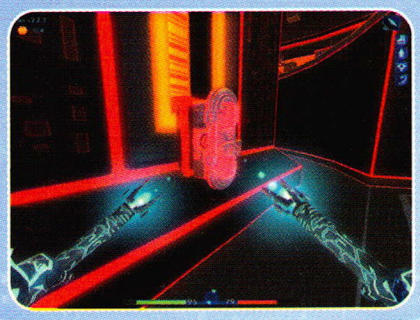
>>>>>TASK ACCESS THE KERNEL'S OBSERVATION TOWER AND RETRIEVE JET'S DISC. (10 BUILD POINTS)

>>>>>TASK GAIN ACCESS TO THE PROCESSING LEVEL. (5 BUILD POINTS)

>>>>>TASK LOCATE THE PRISONER NAMED ROMie. (5 BUILD POINTS)

Use the permission to open the force field, then approach the doorway and lean through it while looking to the right. Step out in front of the ICP Regular approaching from that direction and derez him before he can run to the Security Rezzing Station.

The Prisoner Bin area is a large, circular area with four wedge-shaped rooms just inside of the perimeter. In the center of the area is a large tower with Security Rezzing Stations mounted to it on all three sides—disabling these Rezzing Stations is of paramount importance!

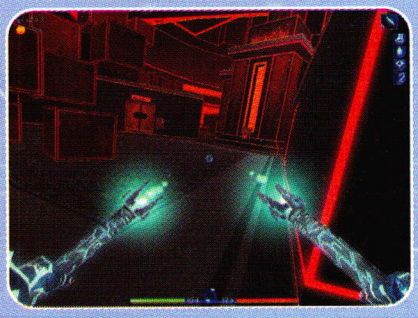


After eliminating the first ICP, turn and grab the Build Note near the door and head for the center of the area. Deactivate the Security Rezzing Station and duck behind the Prisoner Bin Cell to avoid being spotted by the Finder.

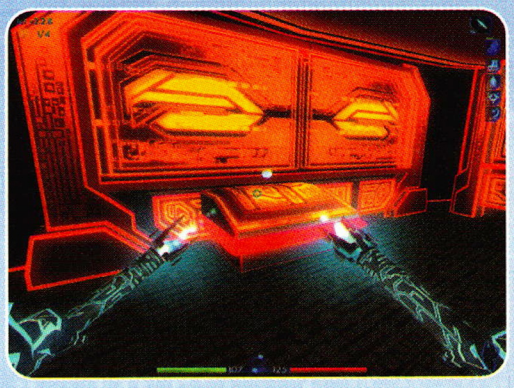
FINDER ALERT!

The red hovering security drones patrolling the center of the area are called Finders. These mechanical devices can detect movement from great distances and will fire their precision-aimed lasers at any unauthorized personnel. Lean out from behind walls to make sure the coast is clear before running out into the open. Wait for them to pass and move in behind them.

Duck into the narrow alley behind the bin nearest the entrance and walk around the perimeter of the area in a clockwise direction. The opening up ahead contains numerous crates, a Rezzing Station, and an ICP Regular. Eliminate the threat and duck into the open doorway to the right.



Inside the command room, sneak up to the ICP standing guard and derez him. Download the unknown subroutine he drops (Suffusion) and use the Health Patch in the corner to regain lost vitality. Transfer energy to the inactive Binary Bit on the table in the center of the room and pick up the Build Note in the corner.

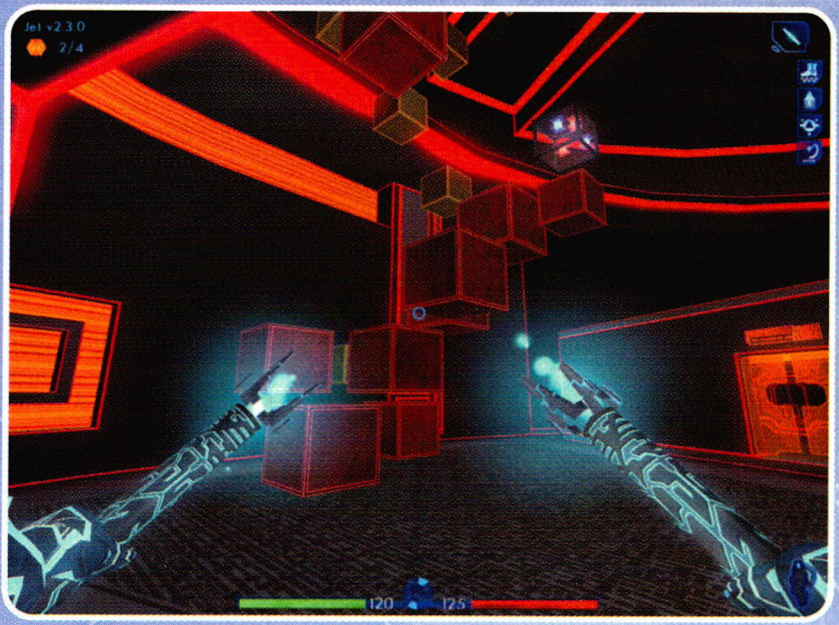


Continue traveling clockwise around the area. Jet will likely encounter an ICP Regular standing in front of ROMie's cell. Derez the guard and talk to ROMie about helping one another bust out of this place. ROMie asks Jet to activate the Binary Bit that controls the door to bust him out. The Binary Bit that Jet found in the command room had made its way over to ROMie's cell and is ready to be powered on. It might seem harsh, but leave ROMie where he's safe and sound for now—there are some other areas to search in here yet!

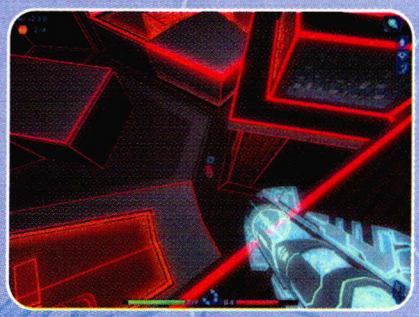
>>>>>TASK FREE ROMie FROM HIS BIN CELL. (5 BUILD POINTS)

Fill up on energy from the Energy Patch and continue around to the next pair of cells where a program named Felicia and a C.O.W. are being held. Jet doesn't have the necessary permissions to open their doors yet, so deactivate the third and final Security Rezzing Station and keep moving.

Once back near the stack of crates, use the Y-amp's increased jumping ability to scale the crates and reach the permissions in the Archive Bin. Stay crouched behind the blocks whenever a Finder comes into view. Transfer Permissions 2 and 6 and the Beta version of the Virus Scan subroutine out of the Archive Bin.



Make sure there are no Finders approaching, leap on top of the brown crates, and then onto the ledge on the outer wall. While crouching, run to the left to reach the bridge leading to the Archive Bin on the tower in the center of the room. Download the Permission and the Peripheral Seal subroutine. Use the Suffusion weapon while on the bridge to destroy the Finder, then return back down to the ground.



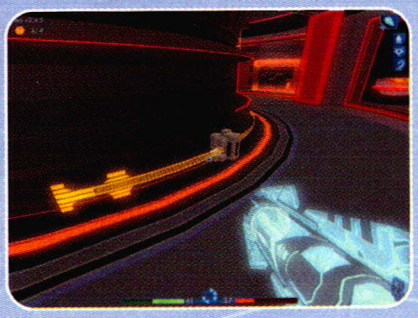
Free the C.O.W. from the cell across from Felicia and use it to upgrade one of the subroutines. Upgrading a defensive or combat subroutine is recommended.

Return to ROMie and activate the Binary Bit to free him. He then activates the Data Stream that leads out of the Prisoner Bin. Follow him over to the exit and ride the elevator to the Processing Level.

>>>>>TASK ACCESS AN I/O NODE AND RECEIVE MERCURY'S MESSAGE. (5 BUILD POINTS)

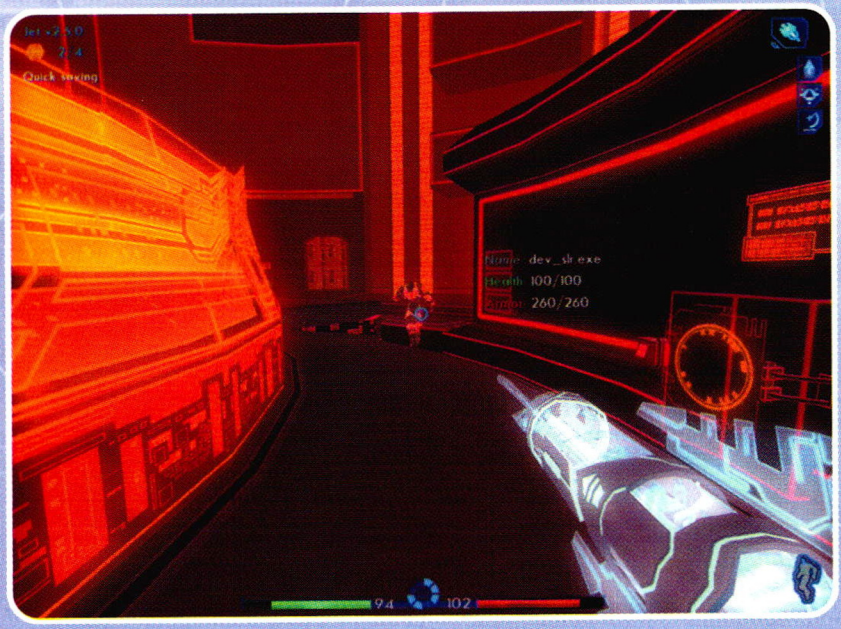
As promised, Mercury pings Jet as soon as he reaches the Processing Level. Approach the I/O Node up ahead and utilize it to communicate with Mercury. Mercury recommends taking the platform to the Recovery Level. From there, Jet should be able to reach the Kernel's observation tower.

>>>>>TASK DESTROY THE ENCRYPTION KEYS AND ACCESS THE PROCESSING PLATFORM. [5 BUILD POINTS]

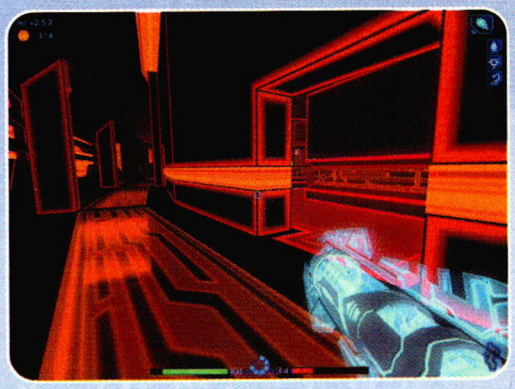


A lone ICP Regular protects the area surrounding the Processing Platform. Charge up the Suffusion weapon (hold down the Fire button) and blast the ICP to bits with a single shot. Use the Suffusion or Rod Primitive to destroy the two encryption keys holding the yellow energy bands in place around the platform. Board the platform.

Have the Suffusion in hand and ready to fire when the platform reaches the Recovery Level. There are three ICP Regulars in the immediate vicinity. Stay out of sight until the Suffusion is fully charged and derez the two closest ICPs with one shot! Recharge with the Infinite Patch and head up one of the sloping hallways that leads away from the center of the room.

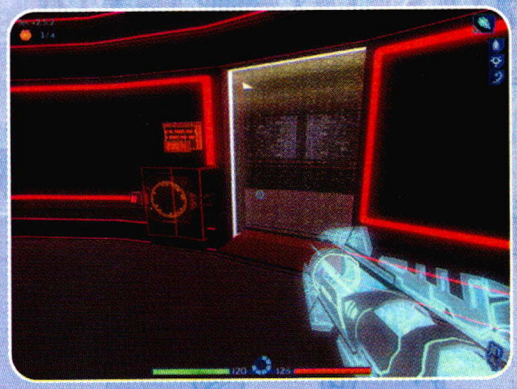


Additional ICPs and a Finder patrol this narrow hallway. Deactivate the Security Rezzing Station and continue to use the Suffusion weapon to derez the opposition. Follow the hallway to the far left and enter the large room. Scour the room for an Energy Patch, a Build Note, and Permission 4.

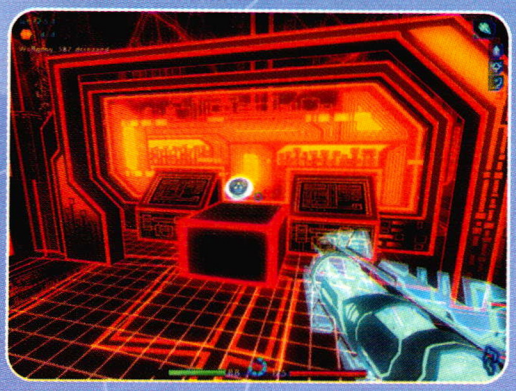


Step back into the hallway and proceed to the right. The room directly at the far end of the hall contains an Archive Bin with a particularly interesting Email about Flynn as well as a Beta version of the Y-amp subroutine. Use the Health Patch in the hallway and return to the central area of the level, near the platform.

Thanks to the discovery of Permission 4, Jet can lower the force field blocking access to the control room near the elevator. Enter the room, look for a Build Note to the right, then use the Data Stream to travel to the Observation Tower.

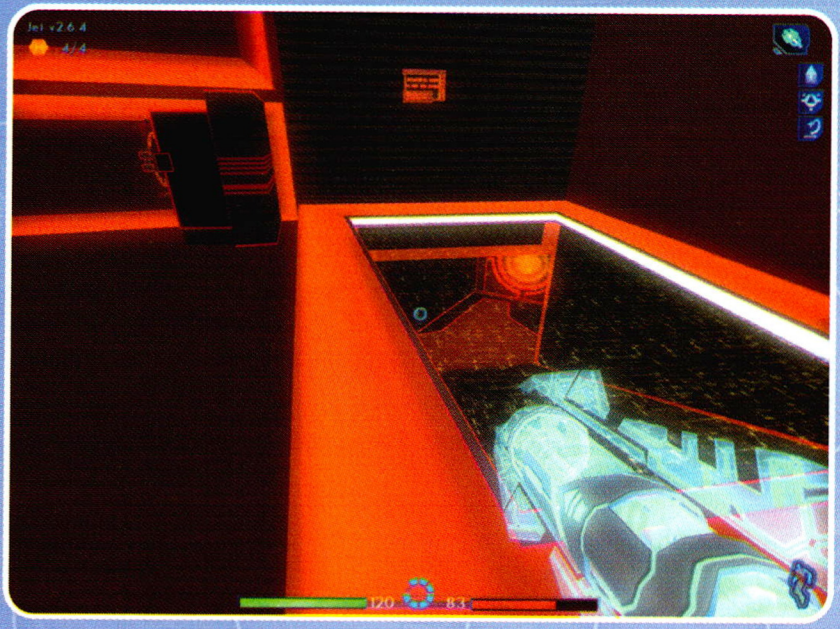


Step out of the Data Stream and charge the Suffusion. Head to the left, and derez the two ICPs. Download the Power Block subroutine, Permission 8, and the unknown subroutine (LOL) from the Archive Bin before retrieving the Disc Primitive. Once you pick up the Disc, ICPs will be alerted and will materialize in the Data Stream. Charge up the Suffusion and dispatch the ICPs quickly. Re-enter the Data Stream to return to the Control Room.



>>>>>TASK LOCATE AND ENTER THE EXIT PORT. (10 BUILD POINTS)

Step out of the control room with the Suffusion charged and ready. Dispose of the ICPs and quickly rush over to the force field covering the ramp that leads down to a lower level below the floor. Disable the force field and follow the corridor to the exit portal.

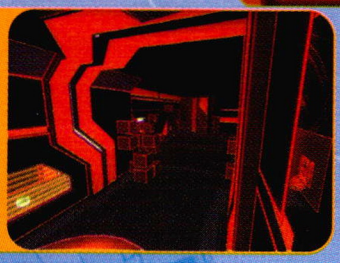


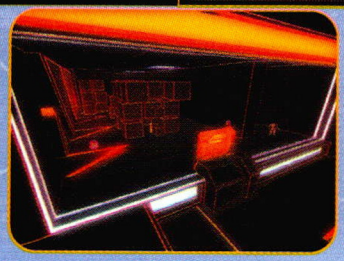
TRANSPORT STATION

SYSTEM VITALS

Build Notes: 5
C.O.W.: 1
Hostile Programs: ICP Regular, ICP Launcher, Finder

OPERATING SYSTEM





OBJECTIVE› FIND MA3A AND PROTECT HER FROM THE CORRUPTION.

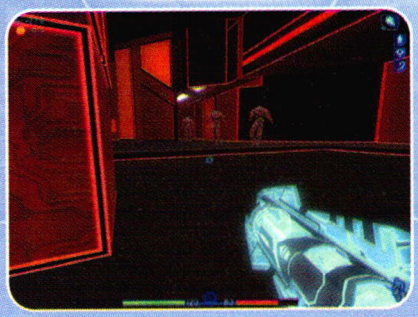
>>>>>TASK ACCESS AN I/O NODE AND RECEIVE MERCURY'S MESSAGE. (2 BUILD POINTS)

Jet finds an I/O Node on the other side of the exit portal and immediately links up to get a status report from Ma3a and Mercury. Things are definitely not looking good. The corruption is spreading like a, err, virus, and Ma3a and the stability of the server is in serious jeopardy. Mercury only offers a vague hint as to where to go next: the Transport Terminal.

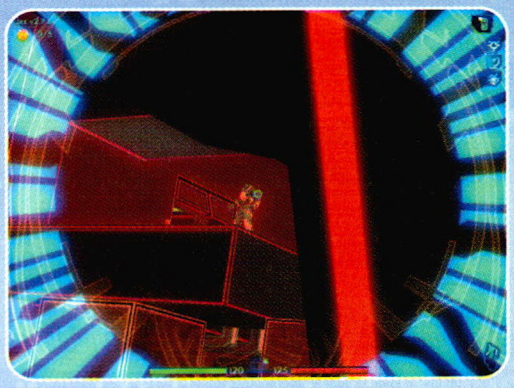
BYTE: "Oh please! ICP might as well stand for Incompetent Confused Programs!"

>>>>>TASK LOCATE AND ENTER THE TRANSPORT TERMINAL. (2 BUILD POINTS)

After disconnecting from the I/O Node, crouch down as three ICPs materialize in the Data Stream. Wait for them to walk by before moving. Walk up behind them and derez them before they can activate the Security Rezzing Station. Download the Gold version of the Virus Scan subroutine and Permission 2 from the Archive Bin, and use the Patch Routines to top off Jet's resources.



Switch to the LOL and slowly progress through the hallway to the main Transport Stream Pad. Lean out the door and snipe the ICP on the platform up and to the right. Once he's been derezzed, go back into the previous room and switch to the Suffusion weapon, as ICPs are on their way! Blast the reinforcements and download Permission 5 from one of the Core Dumps.



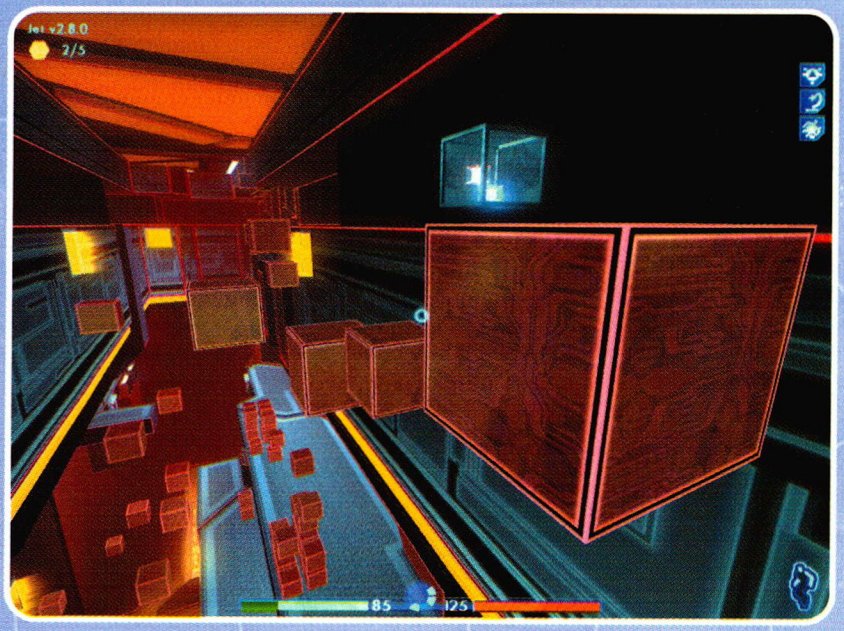
Use the Patch Routines once again to regain lost resources (make sure Energy is filled) and return to the Stream Pad. Follow the walkway to the ramp that leads to the main level and cross the bridge to the Build Note and Archive Bin. Collect the permission and Viral Shield subroutine.

Return to the lower level of the Stream Pad and prepare to ride the floating blocks into the air. Hitting the Quick Save button is highly recommended! Study the movements of the blocks and jump onto one that rises straight up in front of Jet. The block will rise until it reaches a hidden ledge with a C.O.W. and a Build Note on it. Upgrade one of the subroutines and Quick Save again.

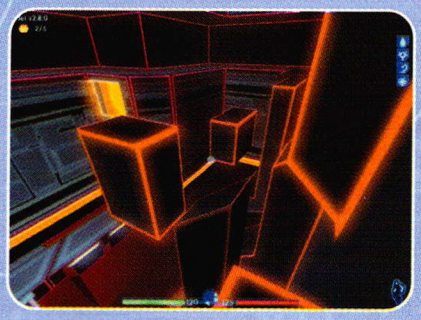
TOO MUCH VERTICAL

Sometimes too much of a good thing can be a bad thing. Uninstall the Y-Amp subroutine from Jet's system memory for the time being. It's easier to perform the following sequence of jumps without the Y-Amp's added "oomph."

Jump onto a block that's moving to the far right of the room and ride it until it's about to pass though a barrier. Leap onto the blocks next to the barrier and carefully hop over to the Archive Bin. Download the Permission and the Unknown subroutine (Sequencer) and hop toward the ledge on the right. Reinstall the Y-Amp subroutine before making the leap onto the ledge, however.



Getting down is a bit trickier, though. The task at hand is to leap across the ledges at the back end of this area, while traveling in a counterclockwise direction. Hop across the floating pieces of the ledge to reach the landing in the rear of the room, run around to the other side, and ride one of the blocks down to the far side of the bridge.



>>>>>TASK ACCESS THE I/O NODE AND RECEIVE THE MESSAGE FROM MERCURY. (2 BUILD POINTS)

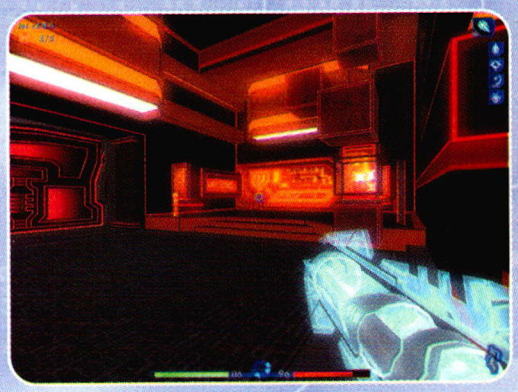
Follow the hallway leading away from the Transport Stream Pad to the I/O Node and link up with Mercury. She has boarded a transport, but needs Jet to release its Mooring Applications. Mercury will work on rerouting the transports destination in the meantime.

>>>>>TASK RELEASE THE TRANSPORT'S MOORING APPS. [3 BUILD POINTS]

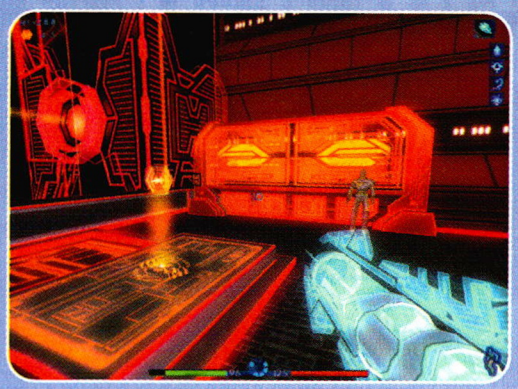
When finished with the I/O Node, head to the right and cut through the stacks of blocks on the loading dock to the first hall leading out to the transport terminal. Derez the ICP standing near the Mooring App and any others that approach. Jet doesn't have the proper permissions yet, so he must return to release the Moorings.

Return to the loading dock and scour the left-hand corner for a Build Note, as well as an Infinite Patch. Derez the Finder patrolling the area and cross the area to the far end. Don't forget to check the stacks of crates for other Build Notes and Archive Bins. Don't miss Permission 2 inside the Archive Bin at the opposite side of the area.

Locate the doorway at the rear of the loading dock and rush in with the Suffusion charged, then derez the pair of ICPs near the Security Rezzing Station. Another armored ICP attacks from the terminal up ahead to the right. After eliminating all three, search the Core Dumps and Archive Bins for Permissions 7 and 4, and use them to deactivate the Rezzing Stations.



Exit this large control room through the door to access the small terminal platform. Jet encounters a friendly program here, as well as a Mooring App. Deactivate the Mooring App and return through the loading dock to the larger terminal platform. Derez any ICPs encountered along the way and release the other two Mooring Apps.



>>>>>TASK BOARD THE TRANSPORT. (0 BUILD POINTS)

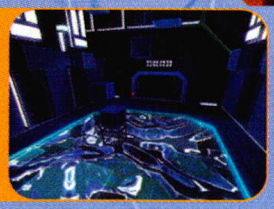
After deactivating the three Mooring Apps, the transport is ready to depart. Locate the energy bridge extending from the main terminal to the transport and board the craft.

PRIMARY DIGITIZING

SYSTEM VITALS

Build Notes: 5
C.O.W.: 0
Hostile Programs: z-Lots, ICP Regular, ICP Launcher

OPERATING SYSTEM



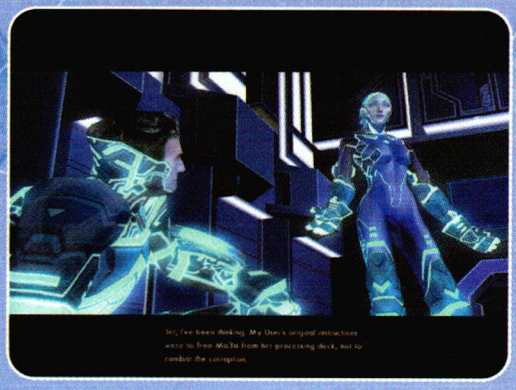
OBJECTIVE> FIND MA3A AND PROTECT HER FROM THE CORRUPTION.

>>>>>TASK ACCESS AN I/O NODE AND RECEIVE MA3A'S MESSAGE. (2 BUILD POINTS)

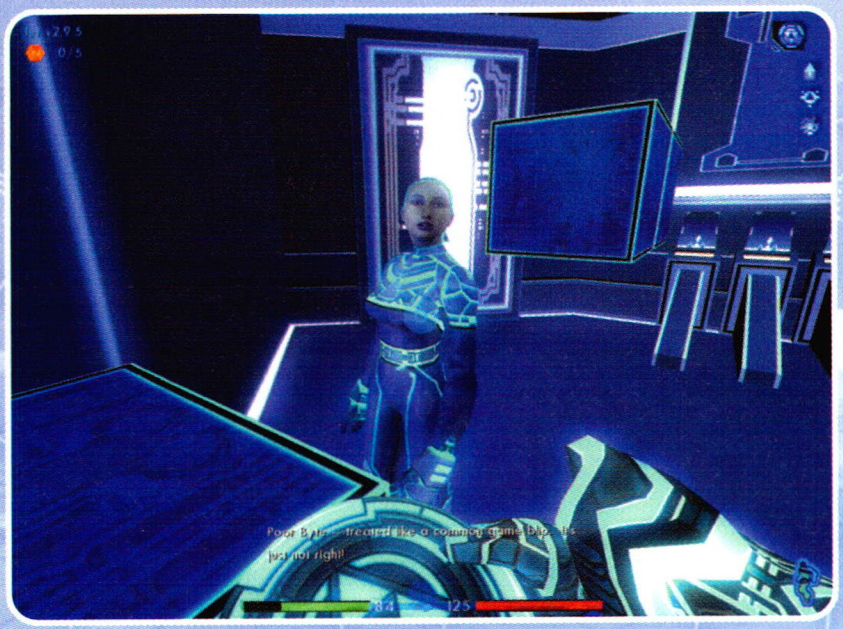
>>>>>TASK FIND BYTE AND ASK ABOUT THE LOCATION OF MA3A. (5 BUILD NOTES)

>>>>>TASK FREE MA3A FROM HER PROCESSING DOCK. (10 BUILD POINTS)

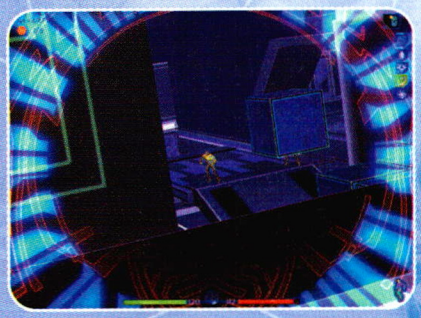
Mercury and Jet split up in search of Byte—they're going to need his help to free Ma3a before the reformat removes any trace of her from the processing dock. Jet finds an I/O Node to get an update from Ma3a, who supplies him with a **Ball Primitive**. This weapon is a by-product of the virus and can be difficult to use, but it works well as a makeshift grenade!



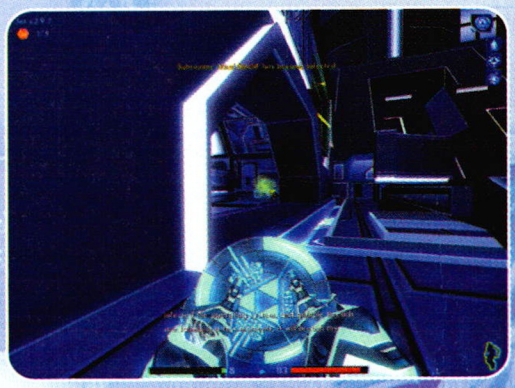
Step into the energy pool to regain any lost energy. Install the Viral Shield subroutine and approach the door's control panel on the left. Open the door, derez the two ICPs and download Permission 4 from the Core Dump. Switch to the Disc (preferably the Sequencer) and watch the overhead walkway for a z-Lot to appear. Squash the z-Lot and approach the program near the crates at the end of the hall.



There is an infestation of z-Lots located directly on the other side of this wall. Quickly jump from crate to crate to reach the walkway above. Look for a Build Note, switch to the LOL, and lean out from behind the walls to snipe the z-Lots. When the coast is clear of z-Lots, return to the energy pool near the starting point and top off Jet's resources.



Switch to the Suffusion or the Sequencer, leap over the wall, and head to the left. Derez the z-Lot in the large alcove to the left, then cross back over the energy stream to erase the pair of z-Lots on that side.



Download Permission 3 from the Archive Bin on the left half of the area and use it to open the Archive Bin in the far right-hand corner. Download the Beta version of the Sequencer subroutine and grab the Build Note from atop the ledge near the Health Patch.

Now it's time to find Byte! As it turns out, the wise-cracking piece of code is floating atop a ramp at the rear of this area. Head to the left of the stream to find him. Byte then agrees to help Jet find Ma3a.

UPGRADE TO VERSION 3.0!

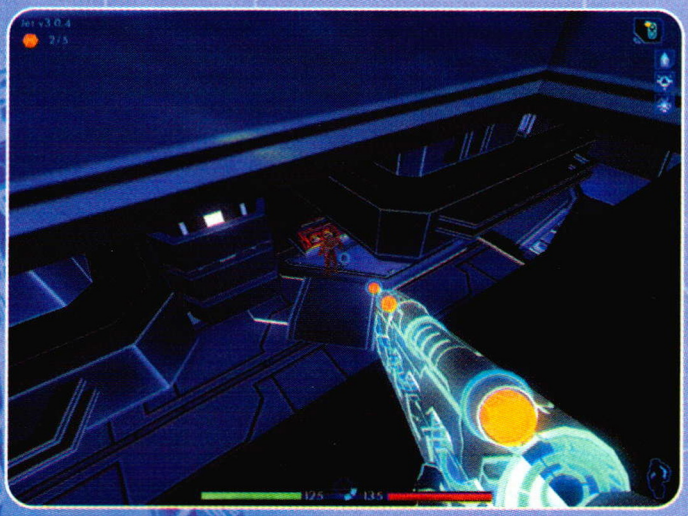
Finding Byte should give Jet just enough Build Points to push him over another milestone. Spread the performance points throughout all five categories, with a little extra emphasis on Health and Energy.

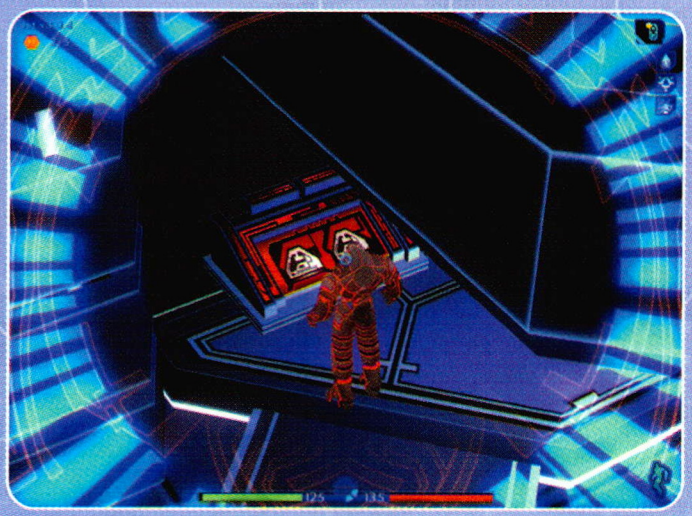
>>>>>TASK GAIN ACCESS TO MA3A'S PROCESSING DOCK. (2 BUILD POINTS)

Ma3a's chamber is under heavy ICP surveillance (believe it or not, they think they're helping her), so Jet must avoid getting derezzed. Meet Byte in front of the force field and download the Email in the Archive Bin to the right.

The hallway beyond the force field splits off in three directions, each of which drops down into the same large room. Check each of the three spurs for a Build Note (look down the holes to see if there's one on the ledge), then drop down the middle hole onto the beam.

Use the LOL to snipe the ICPs manning the room below. After all of them have been shot clean off the network, jump down and raid the Archive Bins in the corners. In addition to Permission 5, download the **Support Safeguard** subroutine. Jet won't likely have enough energy to download the other subroutines at this moment, but he can return for them later.



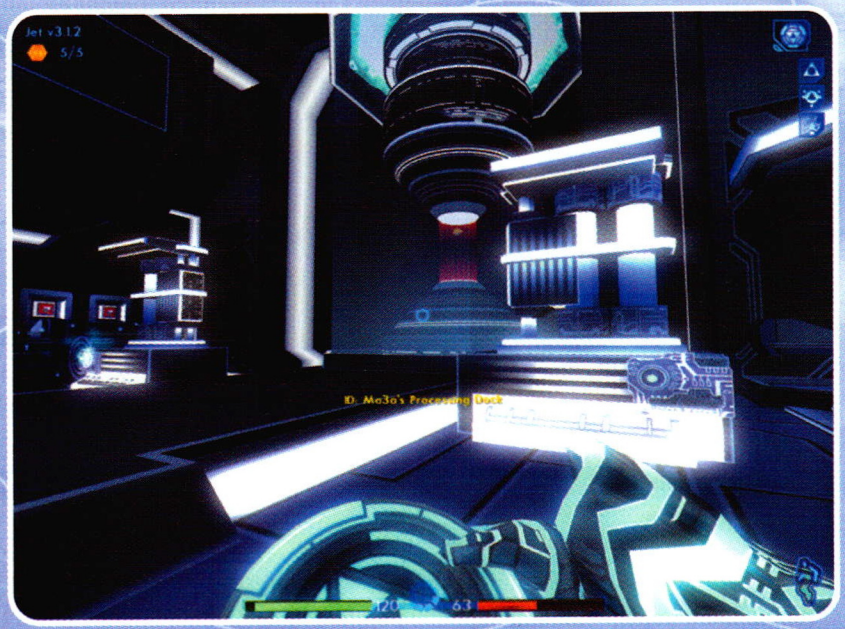


Open the door at the far end of the room and duck into the recessed area on the right to utilize the Patch Routines. Several ICPs are positioned just up ahead and there's a pair of Security Rezzing Stations nearby too. Derezzing them before they call for reinforcements is the *only* way to clear the area for Ma3a's escape.

Charge the Suffusion and run in toward the right. The first ICP to spot Jet makes a run for the Rezzing Station on the right-hand wall. Blast the ICP near the control panels just inside the room, then shoot the whistle-blower in the back near the Rezzing Station. Quickly deactivate the alarm and turn around to deal with the threat on the other side of the room. Watch for any ICPs moving in from the previous room and return to the Patch Routines for a refill once the coast is clear.

>>>>>TASK DESTROY THE DOCKING SEALS. (3 BUILD POINTS)

Ma3a is located in a red chamber on the left side of the room and cannot be freed unless the docking seals have been destroyed. There are two large devices in front of Ma3a's chamber—these are the docking seals. Transfer energy to the Binary Bit in each one to destroy the seals and free Ma3a.

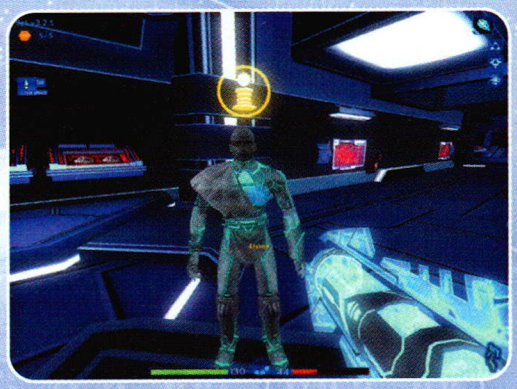


THEY'RE COMING!

Check the area for Build Notes and replenish lost energy and health before destroying the docking seals. Also, the escape route out of here could get pretty rough, so consider Quick Saving as well.

>>>>>TASK LOCATE THE EXIT PORT AND LEAVE WITH MA3A. (0 BUILD POINTS)

Destroy the ICP that attacks from inside the adjacent room, then put the Infinite Patch to use. Download the Ball Launcher subroutine and the Beta version of the Fuzzy Signature subroutine (if necessary) from the Archive Bins.

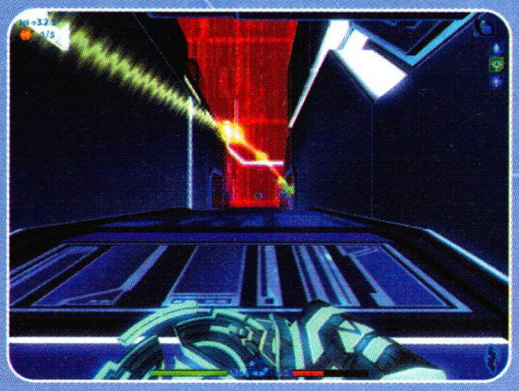


Talk to the friendly program until he gives you the Permission that will allow you to lower the elevator program.

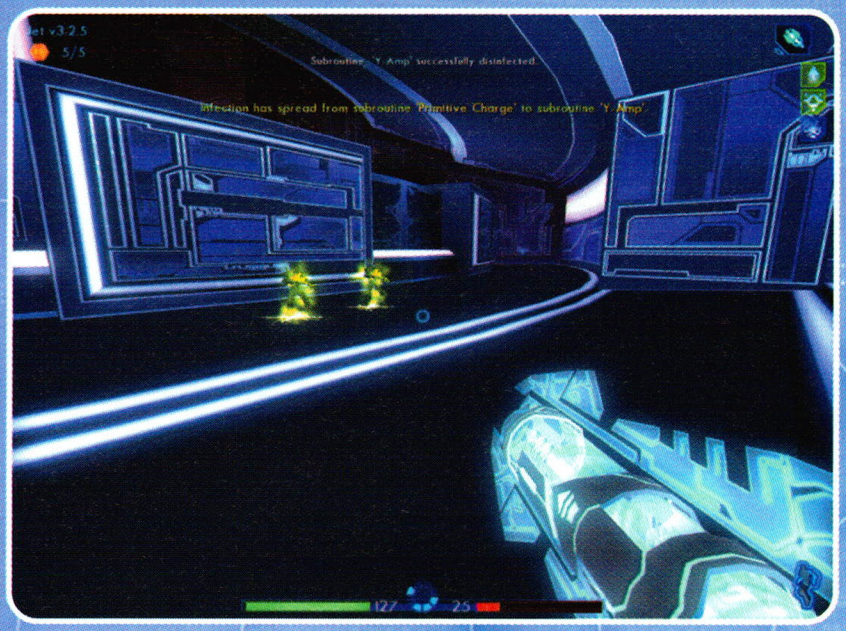
Equip the Sequencer and use the Permission to lower the platform. The platform takes Jet back to the hallway where he first entered this part of the network, just across from the energy pool. Step off the lift and perform a melee attack on the z-Lot to the left. Run down the hall to the right and leap up and over the wall using the stack of crates.

The reformat erases anything that touches it, so time is of the essence. Byte is straight ahead, waiting near the force field beyond the energy stream. Talk to Byte so he knows to begin work on lowering the force field. As soon as he begins, grab the Disc and exit that corridor as a swarm of angry z-Lots are bearing down on Jet's location!

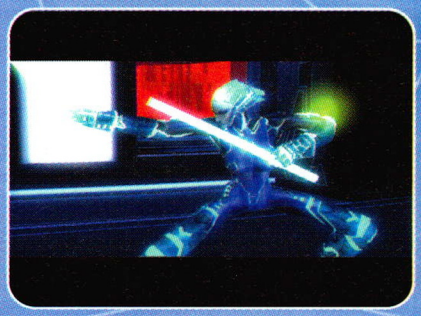
Gather as many Core Dumps as possible to regain lost health and return to Byte once the reformat wall starts getting close. Dodge any attacks from surviving z-Lots and watch as the reformat wall derezzes them. Byte lowers the force field just as the mighty reformat nears.



Switch to the Suffusion and head to the left. Several more z-Lots are up ahead, but they're no match for the Suffusion. Cross back over to the right while picking up the Core Dumps and continue blasting toward Ma3a in the distance. If health is a concern, there's a Health Patch in front of the exit portal.



Rush toward the light in front of Ma3a to escape the reformat. The time has come for Jet and Ma3a to have a little talk—and for her to finally stop referring to him as Alan Two!



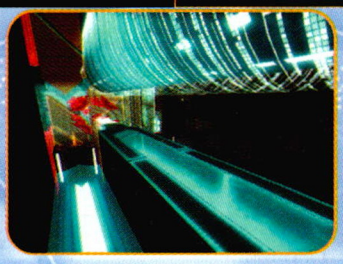
LEGACY CODE

ALAN'S DESKTOP PC

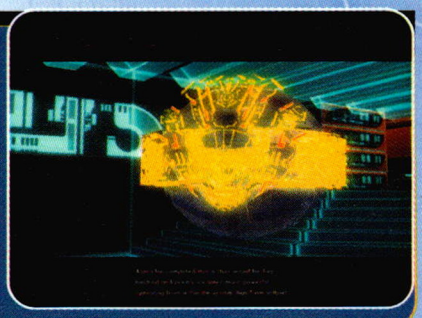
SYSTEM VITALS

Build Notes: 3
C.O.W.: 0
Hostile Programs: Finder, ICP Regular

OPERATING SYSTEM

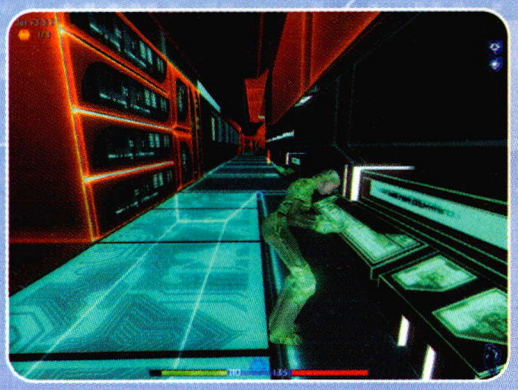


Thanks to Byte's timely deactivation of the force field, Jet was able to meet Ma3a and escape the network moments before being reformatted. Now that Jet and Ma3a are in the relative security of Alan's desktop computer, they finally have time to talk about everything that is going on. Namely, where is Jet's father?



OBJECTIVE› LEARN WHAT HAPPENED TO JET'S FATHER IN HIS LABORATORY.

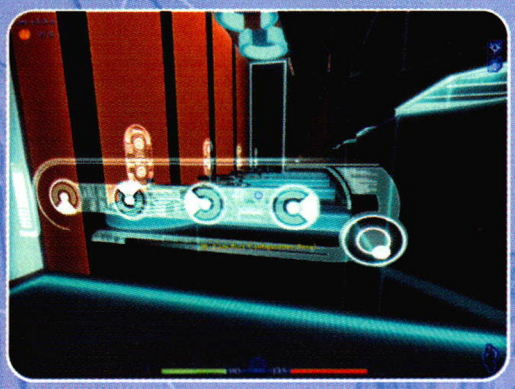
Follow Ma3a over to the Archive Bin and access the Email. This particular Email has a Video Archive attachment and shows, via a surveillance video, who is most likely responsible for Alan's disappearance. Jet receives 5 Build Points for gaining this bit of knowledge.



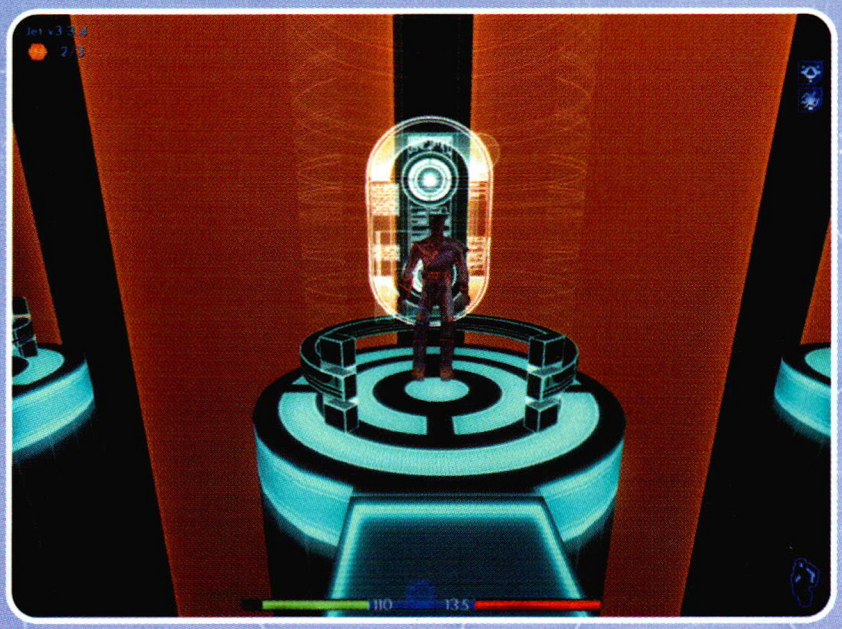
Continue talking to Ma3a to learn about fCon and the correction algorithms they seek. During this conversation, Ma3a receives a call signal from someone logged on as "Guest." Follow Ma3a to the I/O Node down the hall. Ma3a explains that the system isn't properly set up for communication; Jet needs to reconfigure the com-port.

>>>>>TASK RECONFIGURE THE SYSTEM'S COM-PORT. (6 BUILD POINTS)

Walk past the four com-port rings and locate the Com Port Configuration Panel on the right (near the second I/O Node). Each ring has a corresponding program assigned to it (the programs are asleep in the adjacent hallway), but the rings must be correctly rotated for the programs to enter them. The rings on the panel illustrate the orientation of the rings in the hallway. They are paired from left to right, with ring #1 representing the ring platform closest to the control panel.



Ring #2 is in the correct "upright" position, ready to accept its program. Walk into the hallway and talk to the program standing second from the left. Once the program activates its ring, press the Action button near the control panel to make the rings rotate. Each ring moves into its correct position (opening at the top of the circle) one at a time. As this occurs, talk to the ring's corresponding program to get the com-port operating again.



>>>>>TASK ACCESS THE I/O NODE AND RECEIVE A MESSAGE FROM MA3A. (2 BUILD POINTS)

The I/O Node next to Ma3a is currently inaccessible due to its stringent permission requirements. Fortunately, the I/O Node near the Com Port Configuration Panel has no such impediments. The message from Guest mentions something called "TRON Legacy" and it sounds important. Ma3a points out that there are three fragments of an email bearing the words "TRON Legacy Code." If Jet finds these three fragments, Ma3a can reconstruct the email. Jet receives Permission 5 from Ma3a.

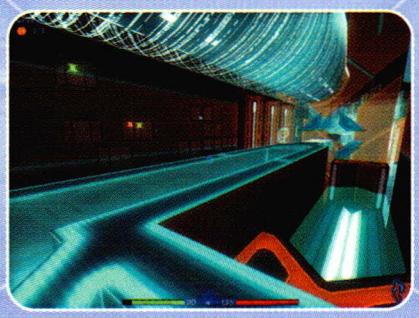
OBJECTIVE› LOCATE THE TRON LEGACY CODE.

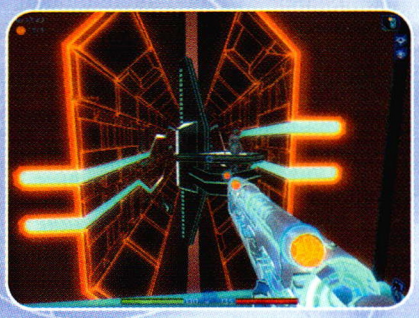
›››››TASK ENTER THE ARCHIVE STACKS AND RETRIEVE THE TRON LEGACY CODE EMAIL FRAGMENT #1. (5 BUILD POINTS)

›››››TASK RETRIEVE THE TRON LEGACY CODE EMAIL FRAGMENT #2. (5 BUILD POINTS)

›››››TASK RETRIEVE THE TRON LEGACY CODE EMAIL FRAGMENT #3. (10 BUILD POINTS)

Follow the hallway down and to the left and use the newly acquired permission to activate the light bridge. The first archive stack is to the left of the Patch Routines. Talk to the retrieval program to bring the first email fragment back to Jet. Continue across the light bridge to the Data Stream leading to the next archive stack.

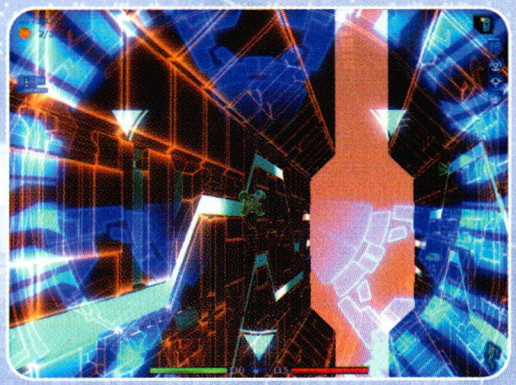




Download the **Triangulate** subroutine from the Archive Bin and immediately equip it and the LOL. Use the Infinite Patch to refill Jet's energy reserves, then approach the retrieval program near the stacks with the LOL drawn. The program will only agree to retrieve the program if Jet destroys the Finders patrolling the stacks.

›››››TASK ELIMINATE THE FINDERS SCANNING THE STACKS. (3 BUILD POINTS)

Use the LOL to snipe the three Finders that appear in the stacks. Shoot the one closest to Jet first, then take aim at the rear of the archive. Although the Triangulate subroutine makes it possible to achieve even greater zoom with the LOL, the standard zoom is satisfactory for this situation—the Triangulate subroutine's reduced weapon sway is the important factor!

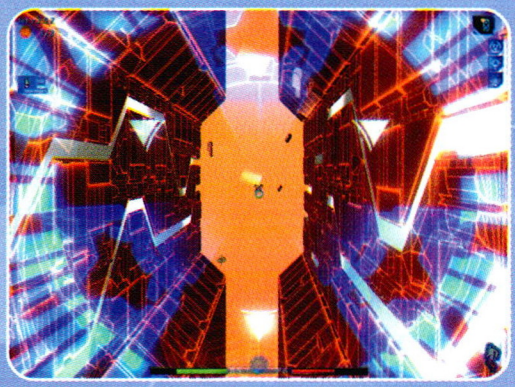


FINDER ALERT!

The Finders patrolling the archives aren't the only ones that appear. Just when Jet thinks he's shot down the last drone program, two more appear along the light bridge. Shoot them down while the retrieval program fetches the email fragment.

Continue to the end of the light bridge and use the Data Stream to reach the third and final archive stack. Look for a Build Note in this area and approach the retrieval program.

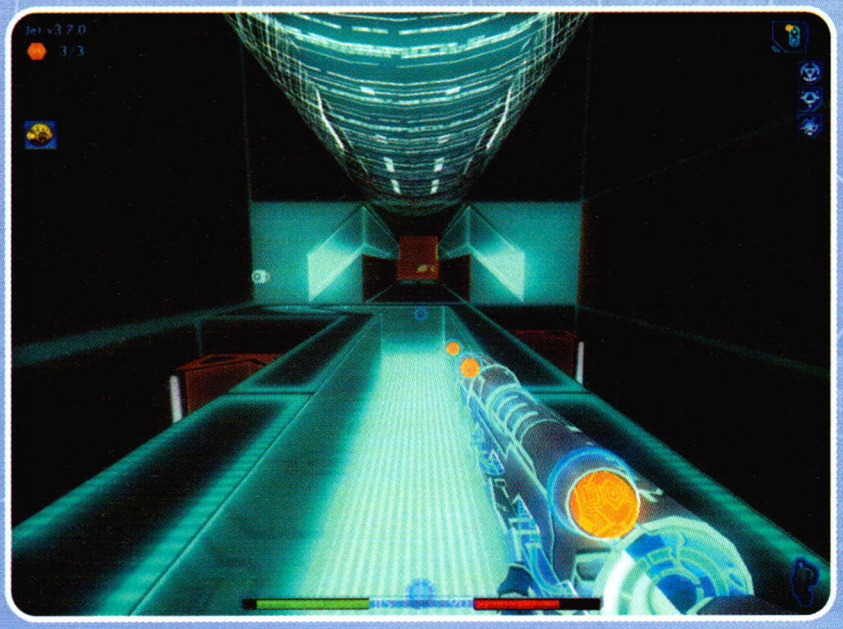
>>>>>TASK ELIMINATE THE FINDERS SCANNING THE STACKS. (3 BUILD POINTS)



This time Jet must shoot down five Finders to receive the email fragment. Have the LOL in hand (zoomed in) when approaching the retrieval program. The first Finder appears to the right of the program at close range. Shoot the two Finders closest to Jet first, then zoom in closer to dispose of the three at the rear of the stacks. Once again, beware of the Finders patrolling the light bridge when exiting this area.

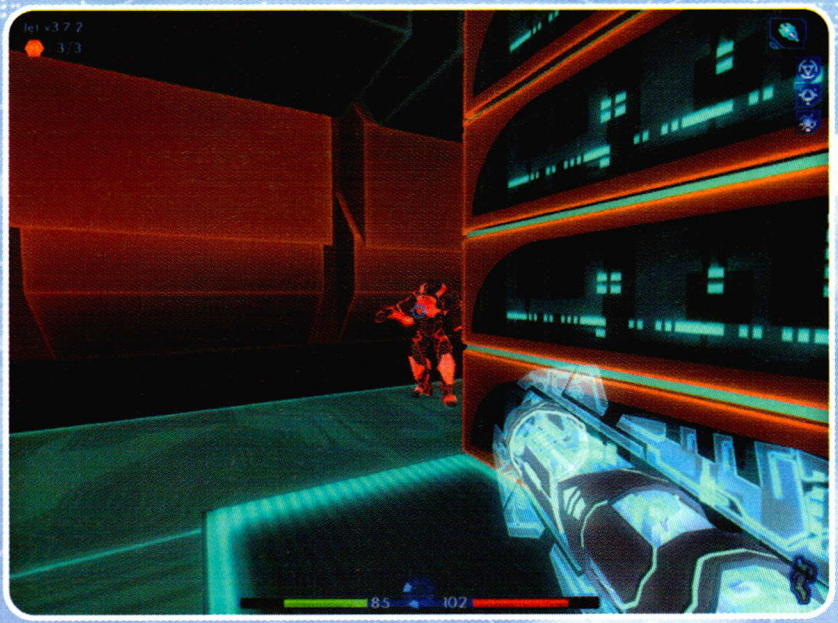
>>>>>TASK ACCESS I/O NODE AND RECEIVE A MESSAGE FROM MA3A. (2 BUILD POINTS)

Cross the light bridge toward the exit platform, but stop to access the I/O Node on the left-hand side first. Ma3a is excited to hear that Jet has found the email fragments, but she isn't terribly optimistic about their chances of finding TRON Legacy, being that it's on a mainframe that's under complete ICP control. Ma3a ultimately gives Jet Permission 7. Use the platform to ascend to the main control room and equip the Disk or Suffusion weapon—there's a fight coming!

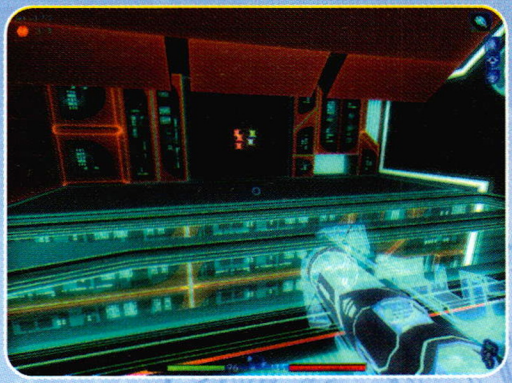


>>>>>TASK ACQUIRE PERMISSION SET NECESSARY TO ENTER THE POWER ROUTER. [5 BUILD POINTS]

Dash into the hall on the right and derez the ICP Regular. Turn around and lean back around the bend to do the same to the ICP running past the com-port rings. There are several more ICP Regulars to derez, but they're not ready to attack just yet. Run toward the rings and listen for the sound of an ICP rezzing into the room near the control panel. The others are near the exit port trying to keep Jet from Ma3a. Finish off the ICP Regulars and use the Patch Routines as necessary.



Return to the light bridge leading to the first archive stack and obtain the permission from the Archive Bin on the left. Head back around the corner to the platform and access the Archive Bin to gain the final permission set needed to access the Power Router.



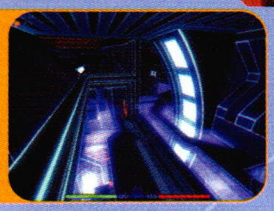
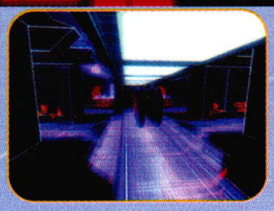
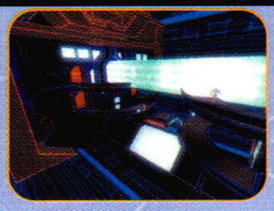
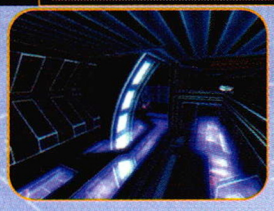
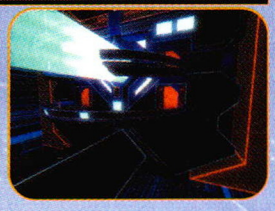
Transfer energy to the Binary Bit near Ma3a to configure the exit port to take Jet to the Power Router. It's time to go for a ride!

PACKET TRANSFER

SYSTEM VITALS

Build Notes: 5
C.O.W.: 1
Hostile Programs: ICP Regular, Finder, ICP Shield, ICP Launcher

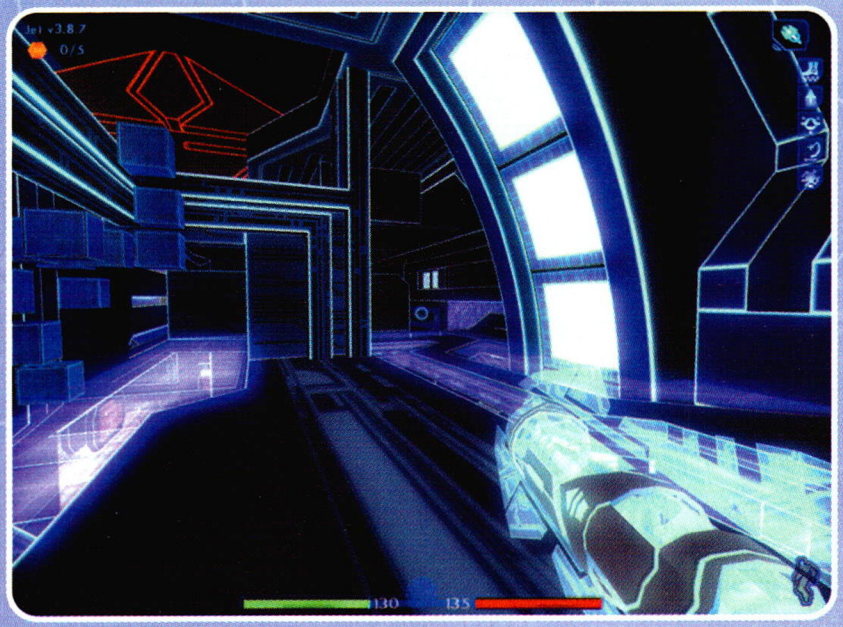
OPERATING SYSTEM

Jet's ride on the Power Router packet transport has hit a snag, as the security installation has detected an unauthorized program and is performing a sweep of the carrier. Jet must find a place to stow away until they reach their destination.

OBJECTIVE› LOCATE THE TRON LEGACY CODE.

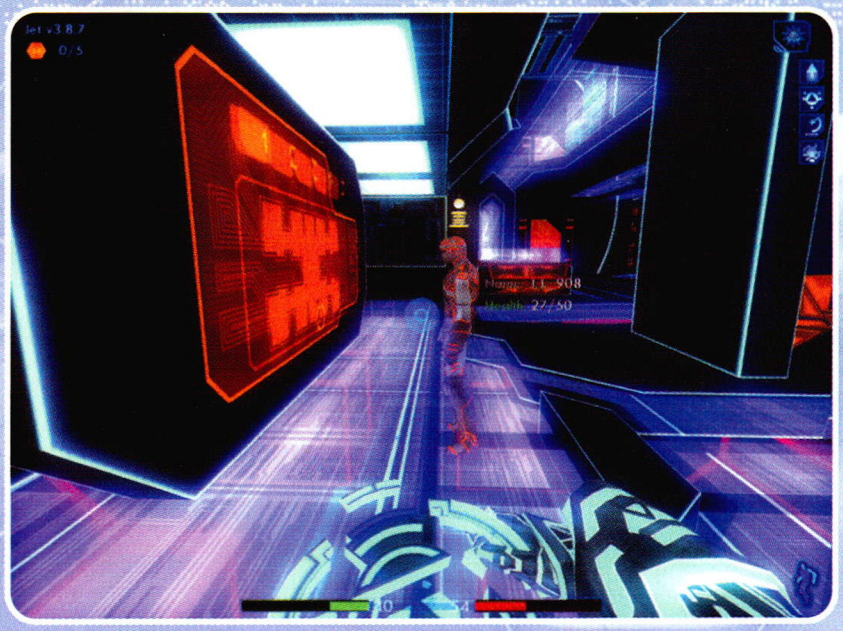
›››››TASK FIND A SECURE PLACE TO STOW AWAY. (10 BUILD POINTS)



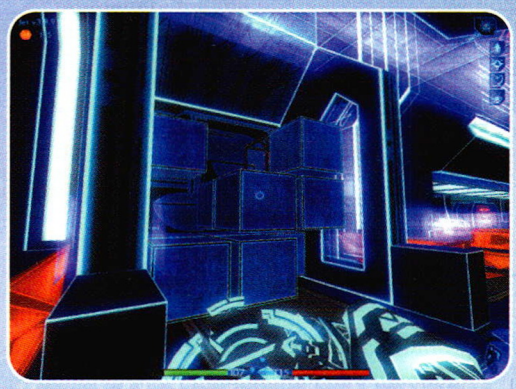
The transit consists of three train-like cars, each of which consists of two floors. Jet is at the front of the first car when he realizes he must find a place to hide. The most difficult part in finding a secure place to hide is obtaining the proper permissions to move about freely on the transport. It's imperative to search each area thoroughly to make sure no permissions get overlooked.

Inspect the upper level of the first transport car and download the Permission and the Cluster subroutine from the Archive Bin. Install the Cluster subroutine and head down the ramp on the right-hand side. Destroy any ICP Regulars (using the new weapon), but don't derez any of the innocent programs onboard the transport.

After the last ICP has been derezzed, speak with the red male program to find a good place to stow away. J.J._908 informs Jet that he can climb onto the top of the recognizer tug at the rear of the transport. Jet must make it all the way to the third car if he's to escape capture!



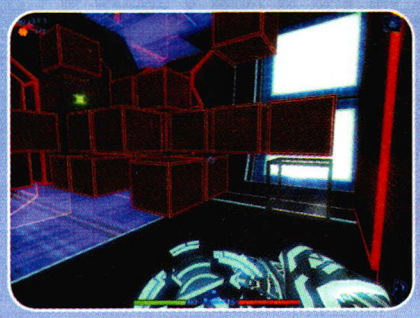
This adventure begins on the right-hand side of car 1's upper level (as viewed looking back toward the other cars), but the upper level of each car is split into two sections. After speaking with the program, look around for a Build Note and approach the front-left corner of the car. The stack of crates on the right conceals an Archive Bin with Permission 3 inside. Take the permission and ascend the ramp on this side of the transport to reach the left half of this car's upper level. Search the area to find Permission 6 and an Infinite Patch.



Go through the upper door to the junction between the first two cars and look for a Build Note. It's only possible to cross between cars on the lower level, but it's important to search the upper balconies for Build Notes and other valuable pieces of data.

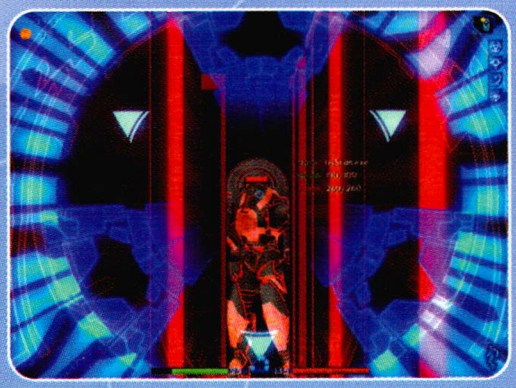
Leap from the first car to the second one and enter the car through the right-hand door. Destroy the Finder and the ICP Regular to the left before the Security Rezzing Station gets triggered. The second car is filled with cargo, plus it contains several Build Notes and permissions tucked away deep in its corners. Unfortunately, there are several ICPs and Finders in here as well.

Follow the path clockwise past the blocks and, instead of hopping onto the lower crate to reach the walkway above, turn to the right and locate the Archive Bin with Permission 2 inside.

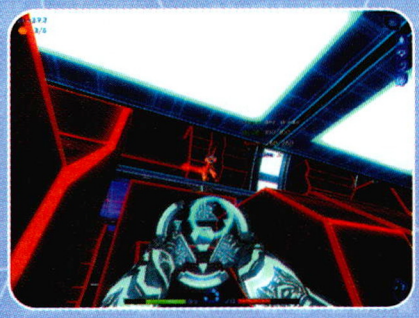


EMAIL!

The Email in the Archive Bin lists the names of the fCon representatives who are now running Encom. Could these be the people shown in the surveillance video?



Install the LOL and Triangulate subroutines, then look between the stacks of crates near the far end of the train. Use this long-distance weapon to snipe the ICP and Finder guarding the door that leads to the next car. Doing so now will make the going easier when the time comes to use that door!



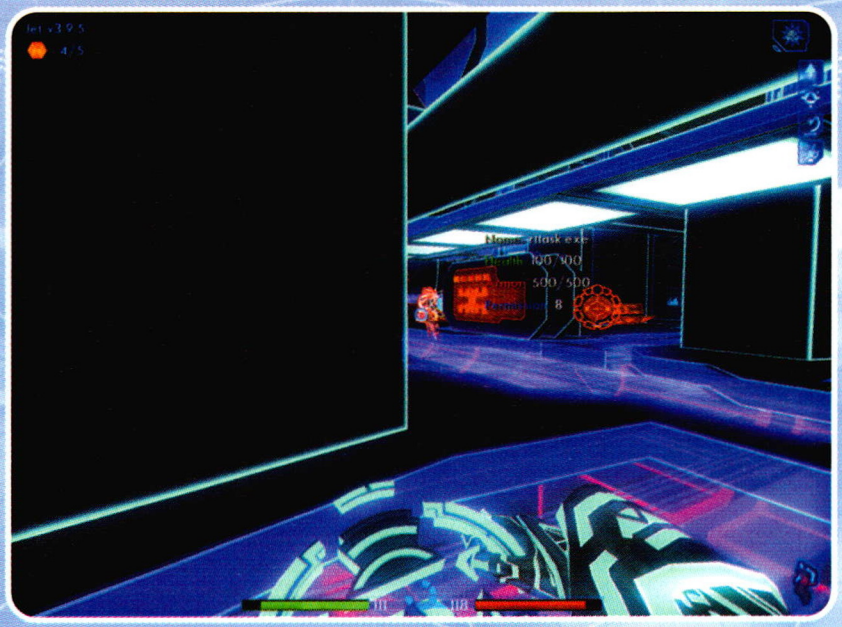
Approach the angled crate and crouch down. Derez the two ICPs and the Finder above the walkway, then jump up and collect Permission 4 from the Core Dump. Move toward the far end of the car and drop down onto the crates on the left.

Back on the lower level, head to the right and follow the path to an Archive Bin with Permission 4 (in case Jet missed the one dropped by the ICP) and the Base Damping subroutine. Return back along this trail toward the door that leads to the next car. Equip the Suffusion subroutine and prepare for a big firefight in the next car.

RESOURCE REPLENISHMENT

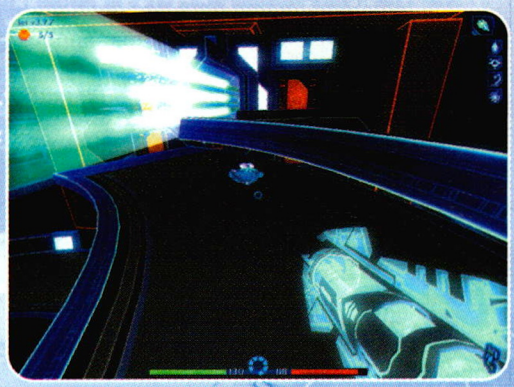
Patch Routines make an appearance in the third car, but Jet will be a sitting duck for the ICPs if he attempts to use them before derezzing the enemies. Return to the upper level of the first car and use the Patches there before moving ahead to the third car.

The ICPs in this car will most likely reach the Security Rezzing Station and the summoned ICP Shield is a tough nut to crack, thanks to the protection of his body length shield. The best way to handle an ICP Shield is to use the Cluster disc and aim for his feet, or rely on the Suffusion subroutine and strafe around him for a clean shot. Another method, albeit more risky, is to bank the Disc off a wall or another ICP to hit the ICP Shield in his backside. The problem with this maneuver is that it may leave Jet vulnerable to attack, unless he has the Sequencer subroutine installed.

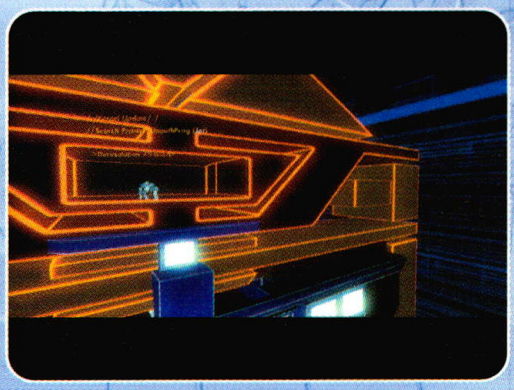


After derezzing the ICP Shield and ICP Launcher, collect Permissions 8 and 7 from their Core Dumps, respectively. Use Permission 8 to deactivate the Security Rezzing Stations and head up the ramps to search for Build Notes.

Do *not* advance to the rear of the car before checking the upper left-hand balcony above the junction between cars 2 and 3. Look for a C.O.W. scurrying about on the balcony. Consider upgrading the Power Block or Cluster subroutines, as enhanced offensive power will come in handy inside the Power Regulator.



After collecting all 5 Build Notes and the C.O.W., head through the doors to the rear of the transport. Jet then hoists himself onto the Regulator Tug, safe from the ICPs.

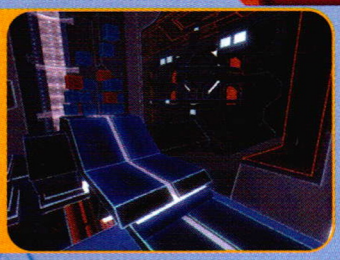


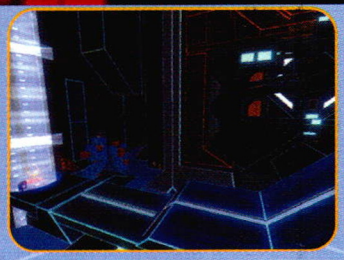
POWER REGULATOR

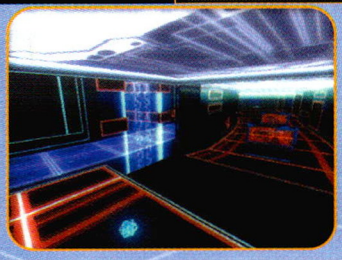
SYSTEM VITALS

Build Notes: 4
C.O.W.: 0
Hostile Programs: ICP Regular, ICP Shield, Finder, ICP Launcher

OPERATING SYSTEM







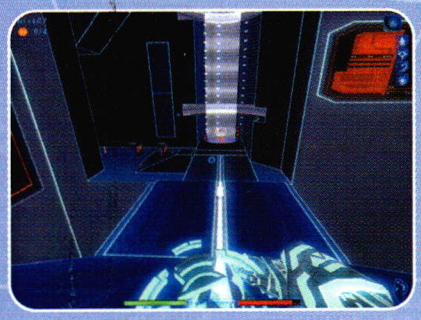
OBJECTIVE› LOCATE THE TRON LEGACY CODE.

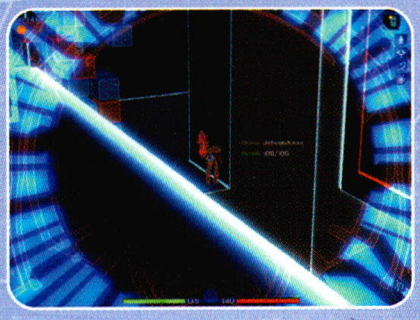
›››››TASK GAIN ACCESS INTO THE POWER ROUTER'S COMMUNICATION CORE. (5 BUILD POINTS)

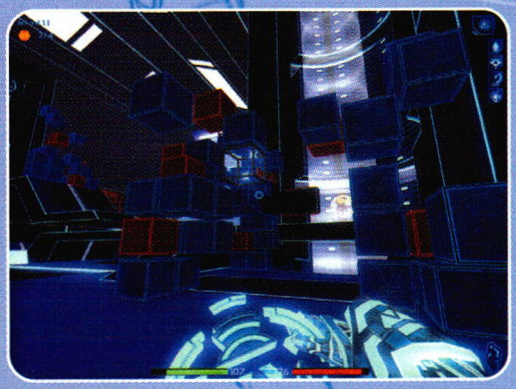
NEWLY RELEASED VERSION 4.0!

Stowing away on the Regulator Tug gives Jet the necessary Build Points to reach another milestone. Devote a significant amount of this upgrade's performance enhancements to Weapon Efficiency—the more efficient his weaponry, the less often the need to look for an Energy Patch. Split the rest of the performance points equally among the other attributes.

Descend the ramp directly ahead and derez the lone ICP near the Patch Routines. Grab the Build Note and return to Jet's insertion point. Equip the LOL and slowly venture up the ramp while crouching. Peer around the right-hand side of the ramp and snipe the ICP Regular near the Security Rezzing Station in the distance. Search the stack of blocks atop the ramp for a second Build Note.



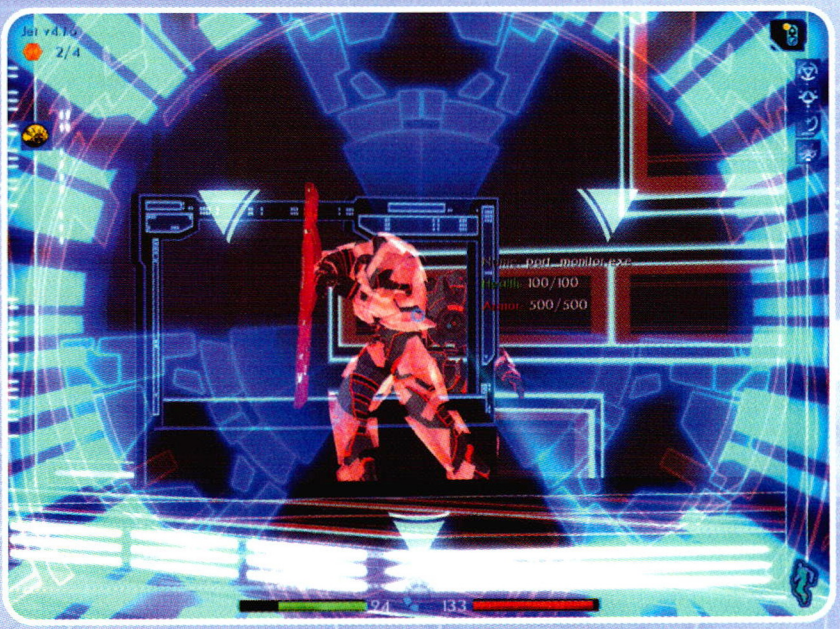




Descend the back of the ramp near the large pile of blocks and jump from block to block to reach the Archive Bin. Transfer the two Permissions from the bin and use them to deactivate the force field surrounding the Data Stream near Byte. Enter the stream to transfer to the Communication Core.

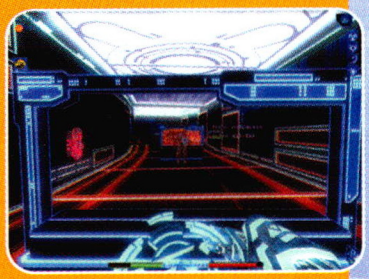
>>>>>TASK ACCESS AN I/O NODE AND RECEIVE MA3A'S MESSAGE. (2 BUILD POINTS)

Use the LOL to snipe the ICPs up ahead in the large control room on the right-hand side. Byte is waiting for Jet near an I/O Node in that room, but Jet needs Permission 2 before he can access it.



DESTRUCTIBLE BARRIERS

Use the LOL to shoot through the orange glass monitor screens that the ICPs hide behind. The ICPs will crouch down for cover when the glass breaks, but it's still possible to derez them with a carefully aimed headshot.

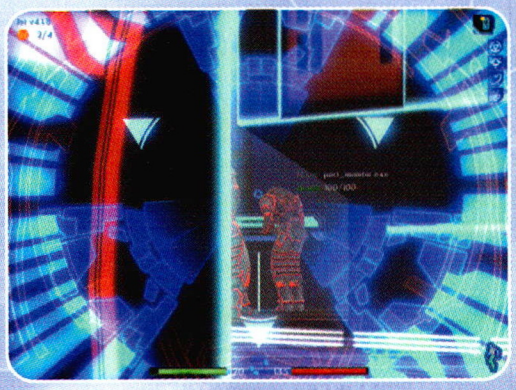


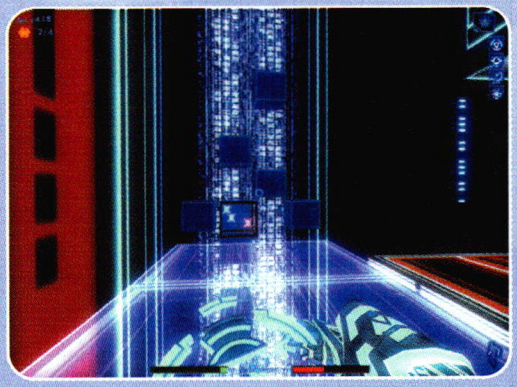
Blast the Finder patrolling the main corridor, then download the Permission and the Beta version of the Submask subroutine from the Archive Bin. Return to Byte and retrieve Ma3a's message.

>>>>>TASK TO DISABLE, OVERPOWER THE POWER ROUTER'S COMMUNICATION BITS. (10 BUILD POINTS)

Return to the entry point of this area and use the Infinite Patch to regain lost energy. Snipe the ICP on the ledge high above the walkway and follow the path to the Data Stream leading to the upper level.

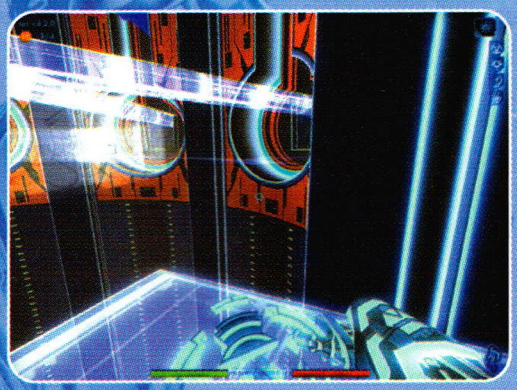
Use the LOL to derez the two ICPs in the control room ahead on the right, then switch to the Cluster and enter the room ahead to destroy any additional ICPs. Lean around the wall back into main hall and destroy the Finder before transferring Permission 1 from the Archive Bin at the far end of the walkway.

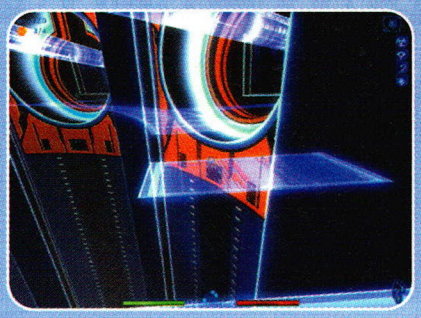




Cross over to the other side of this level and locate the Health Patch in the alcove to the right. Look around for a Build Note and head for the program up ahead. Follow the path to the right to find the pair of Patch Routines.

The circular pathway that leads around this area is heavily fragmented and it moves in a counter-clockwise direction from one side of the room to the other. Only the sections of walkway near the entrance and exit actually remain solid. Perform a Quick Save after replenishing any lost resources, then follow the path to the right. Keep away from the edge and study the pathway's pattern of movement.

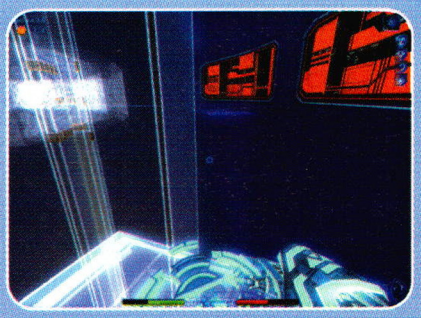




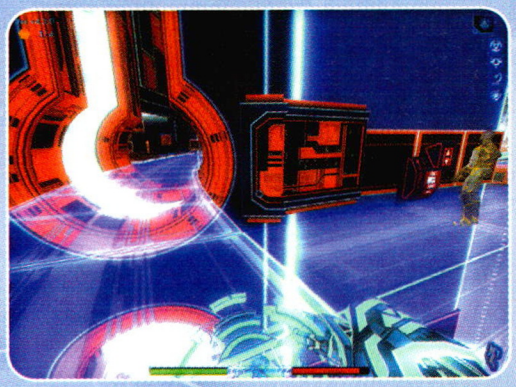
Stand on the edge of the platform and wait for it to break off to begin the trip to the other side of the room. The middle piece soon disappears, leaving two panels to stand on. Move to the front panel and listen for the sound of the rear panel leapfrogging the one on which Jet is standing. Immediately jump to the panel as it reappears in front of Jet. Continue hopping from one panel to the other one to reach the far side.

Use the Cluster to derez the ICP stationed near the bit up ahead, then transfer 10 energy to the bit to overpower it. Return to the outer walkway and head to the right to do the same to the other two bits. Additional ICPs will attack, so be ready.

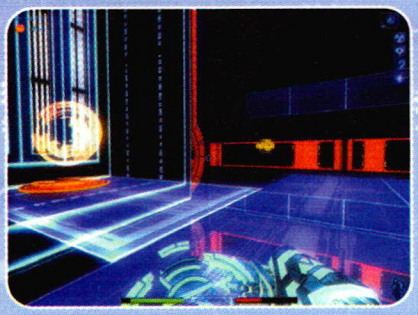
The fragmented walkway moves much faster on the return trip to the entrance to this area. Be prepared to run to keep up with the shifting panels. It will be necessary to perform numerous hops in succession to keep up with the leapfrogging panels once the middle one disappears.



>>>>>TASK LOCATE MA3A AND EXIT THROUGH THE DATA STREAM. (10 BUILD POINTS)



A pair of ICP Launchers attacks from the hallway on the left. Aim the Disc at the orange wall directly behind them to bank it into their backs for a single-toss, multi kill! Quickly refill any spent resources and approach the yellow program. The program activates the light bridge leading to the right, just in time for Jet to escape.



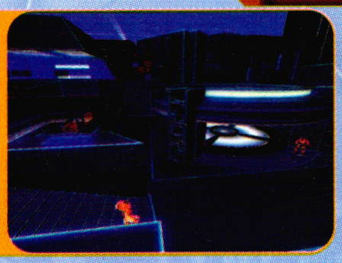
Derez the ICPs up ahead and grab the Build Note on the left. Two additional ICP Launchers approach from the rear, as does a third one from the front. Ignore the subroutines in the Archive Bin on the left and head toward the Data Stream. The Kernel's entire security force will arrive at any moment, so there's no time to waste! Ma3a and the Data Stream are just up ahead, on the left.

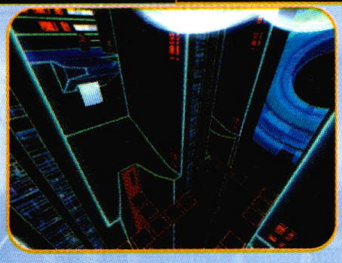
POWER OCULUS

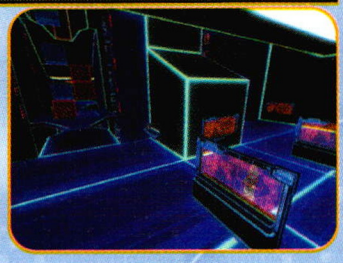
SYSTEM VITALS

Build Notes: 3
C.O.W.: 1
Hostile Programs: ICP Regular, ICP Shield, Finder

OPERATING SYSTEM



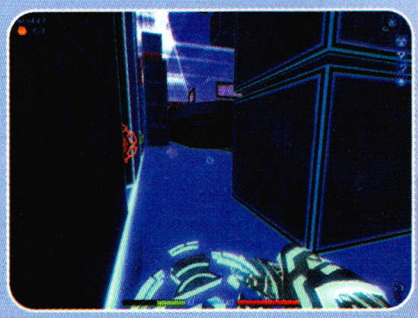




OBJECTIVE> LOCATE THE TRON LEGACY CODE.

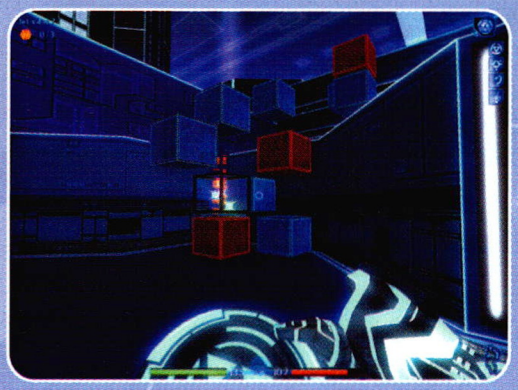
>>>>>TASK CLEAR THE AREA OF ENEMIES SO MA3A CAN ACCESS THE DEFENSE PROTOCOL SOCKET. (5 BUILD POINTS)

Jet appears in the corner of a large, heavily guarded room. He needs to derez each of the ICPs and Finders in the area so Ma3a can safely cross to the base of the tower. Lean around the bend and use the LOL to snipe as many ICPs as possible without straying too far out into the open.

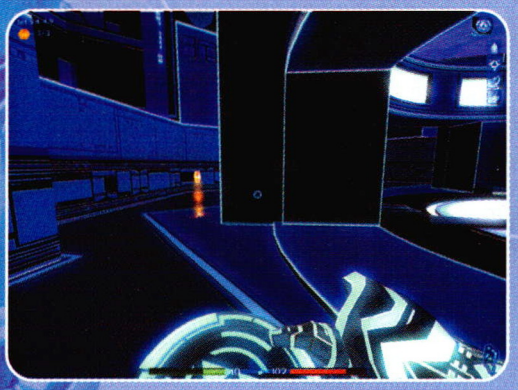


Fill up any lost energy or health with the Patch Routines on the left, then rush down the narrow path straight ahead. All of the ICPs slowly file down this aisle toward Jet, which means he can pick them off with the Cluster or Suffusion.

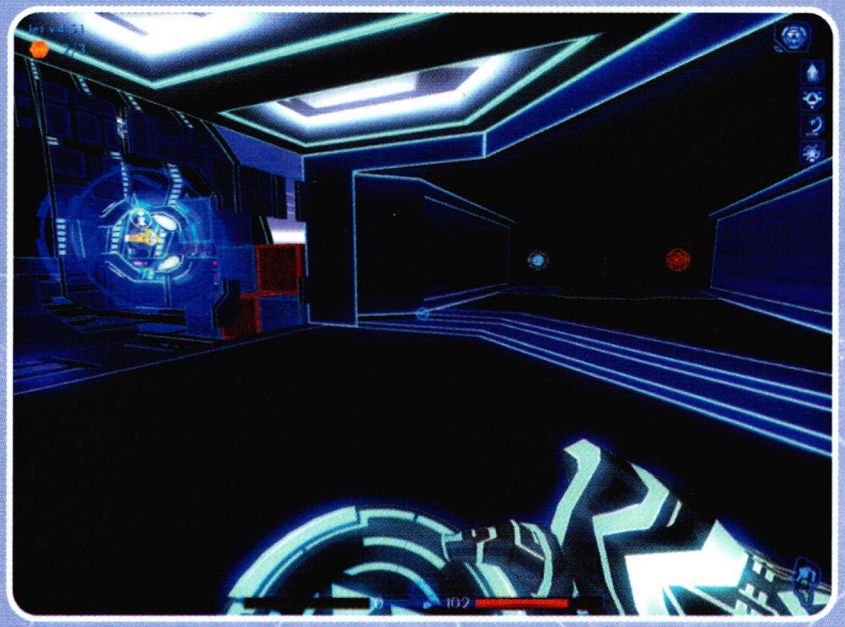
Head up the ramp to the middle of the room and locate the crowded Archive Bin amongst the stack of crates. Download Permission 4 (if needed), then jump across to the Archive Bin above the Health Patch to obtain a Video Archive.



Search the entire area for Build Notes—it's possible to find as many as two in this area—and proceed up the ramp to the Archive Bins to the right of the Defense Protocol Socket where Ma3a is located. Download the Beta version of the Support Safeguard subroutine, as well as the Truncate subroutine.

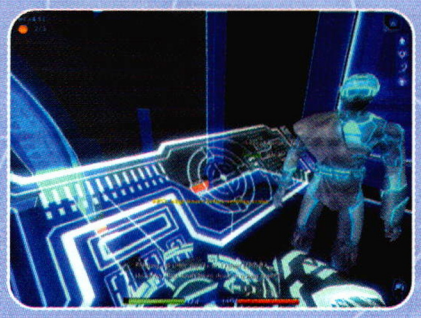


Use the Patch Routines in the corner near the socket, then talk to Ma3a. She advises Jet to rotate the Power Oculus while she works on the socket.



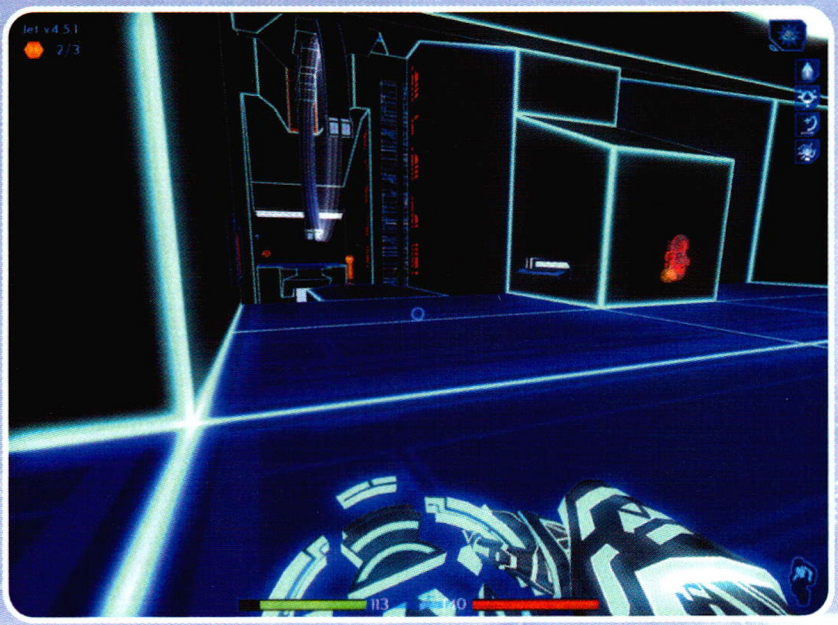
>>>>>TASK ROTATE THE OCULUS TO ROUTE POWER TO THE EN12-02 SYSTEM. (10 BUILD POINTS)

Use the platform to the left of Ma3a to descend to the oculus. Talk with Norton_367 in the room on the right to learn all about manually rotating the lenses to direct power to the oculus. Transfer energy to the Override Bits, then align the lenses.



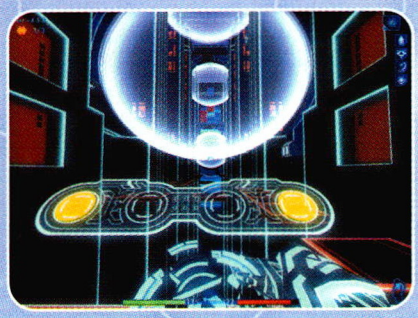
>>>>>TASK ALIGN THE LENSES BEFORE ROTATING THE OCULUS. (5 BUILD POINTS)

Cross the bridge nearest the oculus control room and follow the rear corridor past the two programs to the far left. Lean around the corner and derez the ICP next to the Security Rezzing Station. Obtain Permission 6 from the ICP's Core Dump and prepare for another ICP and an ICP Shield to approach from the right. Use the Cluster to derez them both and dispatch the Finder in the distance.



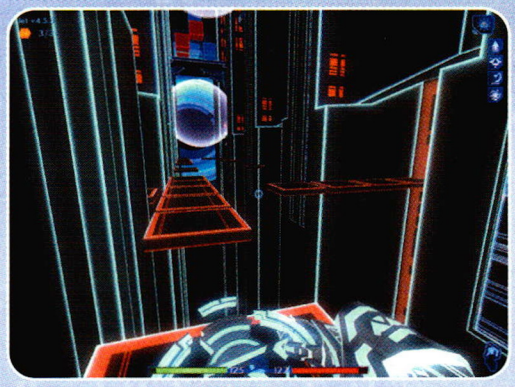
Resist the urge to step into the Data Stream; make sure to access the C.O.W. on the left-hand wall first! Jet will rely heavily on his LOL in the near future so unless the LOL has already been upgraded to Gold, use the C.O.W. to enhance this sniping weapon. Use the Data Stream to travel to the Oculus Control Level.

The control panel in front of the lenses indicates how the lenses are aligned: they are linked from left to right on the panel as they appear from front to rear in the room. The panel currently shows lenses 1 and 4 as active.

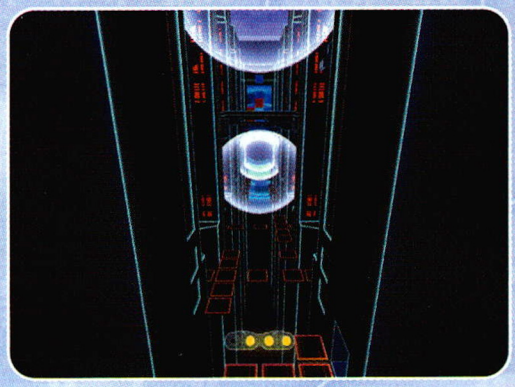


A heavily fragmented and migratory path exists under the lenses. This path connects the Override Bits, but the path changes each time a bit is activated or deactivated. The only way to activate all four bits is to master the path's puzzle.

Perform a Quick Save and jump across the gap in the path to reach the first Override Bit and deactivate it. Notice that the path changes, making it impossible to return to the control panel. The only option is to continue along the path to the fourth bit and deactivate it as well.

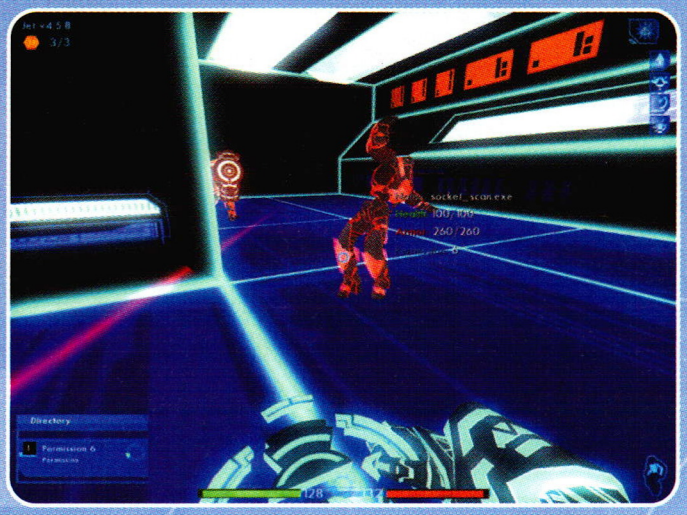


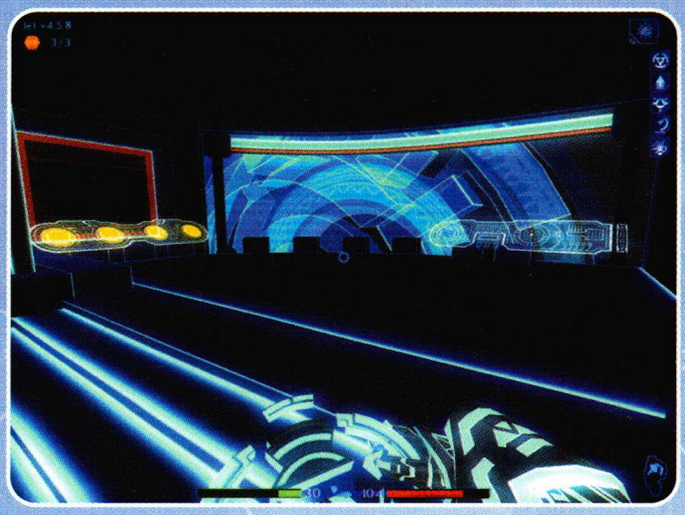
Follow the left-hand side of the path all the way to the far end where the fourth Override Bit is located and deactivate it. To activate all four lenses and make it back to the Data Stream, Jet must activate the lenses in the following order: *3, 4, 2, and 1*. Remember that the first lens is the one closest to the control panel. Use frequent Quick Saves in case of a misstep!



After activating the final lens, return through the Data Stream.

Derez the ICPs that attack on the bridges and access the Archive Bins near the control room to gain a Gold version of the Y-Amp subroutine. Return to the Control Room and rotate the Oculus. As soon as the Oculus is rotated, Ma3a signals to Jet for help. The tower is being swarmed by ICPs and she's utterly defenseless!



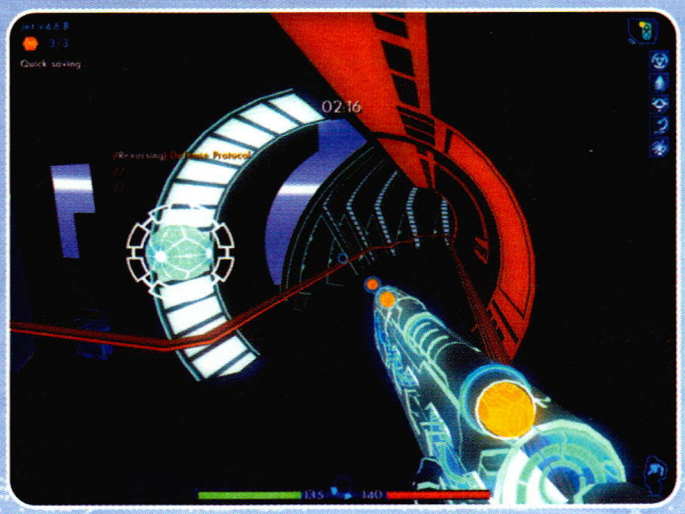


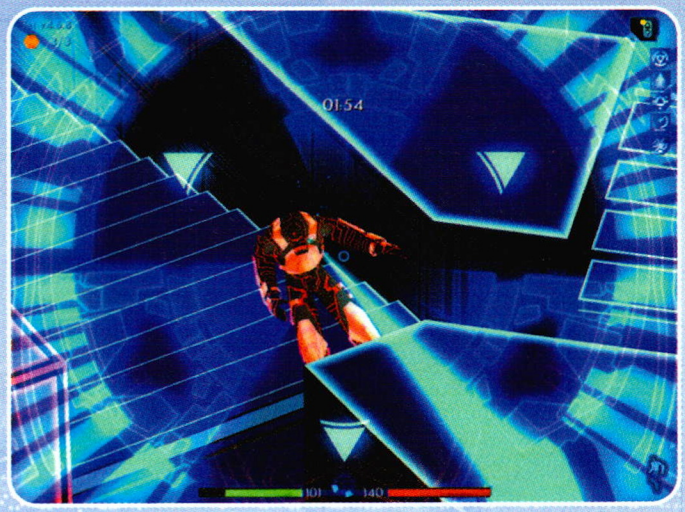
>>>>>TASK RETURN TO MA3A AND PROTECT HER FROM THE ONSLAUGHT OF ICPS. (10 BUILD POINTS)

Ride the lift back up to Ma3a and find out her plan to stop the ICPs. Head to the Control Tower and snipe any ICPs that attempt to make their way toward Ma3a. This task may take as long as two minutes! Grab the LOL and top off Jet's energy levels before stepping into the Data Stream. Performing a Quick Save before streaming to the Control Tower is highly recommended.

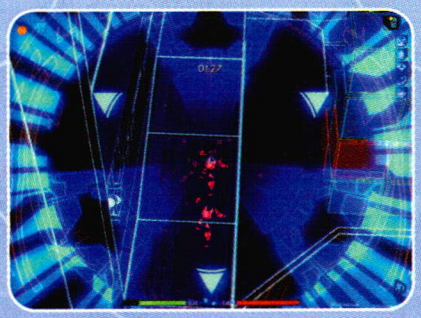
Even if you've been allocating nearly all of Jet's performance points to upgrading his energy reserves, he's going to need the nearby Infinite Patch during this battle. Fortunately, the ICPs attack in waves. Once their pattern is learned, this task becomes much more manageable.

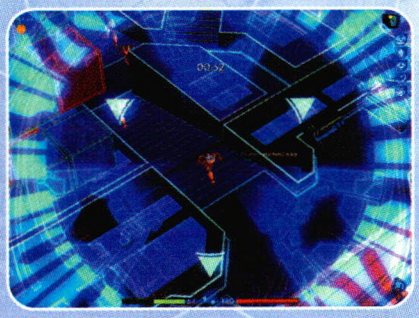
Rush to the railing and shoulder with the LOL. The ICPs will emerge from three places: the far right corner, the far left corner, and directly below Jet. Regardless of their origin, all of them will attempt to rush up the ramp on the left-hand side. If one of them makes it to the top of the ramp without being derezzed, Ma3a will perish and the game will end.

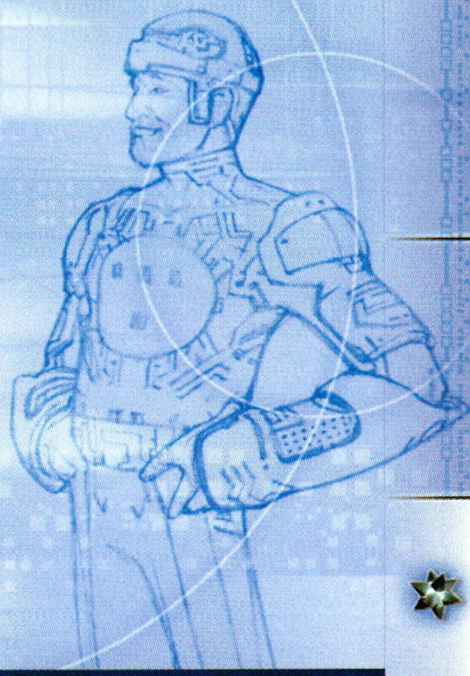




The ICPs come one at a time at first, but eventually attack in larger numbers. Although a lot depends on shooting accuracy, consider replenishing energy after the first four enemies have been derezzed. Destroy the next four ICPs, then make a quick refill again. Make sure to return to the sniper's perch as fast as possible, or else an ICP will likely sneak by. Five ICPs will attack after Jet's second refill and it's going to take some good, quick shooting to keep them at bay. Perform a quick partial refill after disposing of this third wave. The hard part is over, now just hang on for the final few seconds!





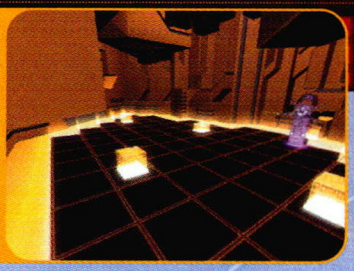


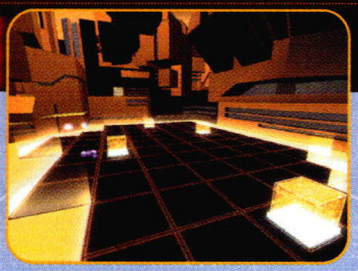
YOU'VE GOT TO TRIANGULATE!

Well, maybe not. The zoom on the LOL is quite good and although the Triangulate subroutine may help pick off the distant enemies with enhanced precision, the narrower field of vision also means that your field of vision is limited. Refrain from using the secondary zoom to see more of the area at once. Also, remember to zoom out when going for an energy refill to prevent misjudging the distance to the Patch Routine.

ABANDONED TEST GRID

OPERATING SYSTEM





SYSTEM VITALS

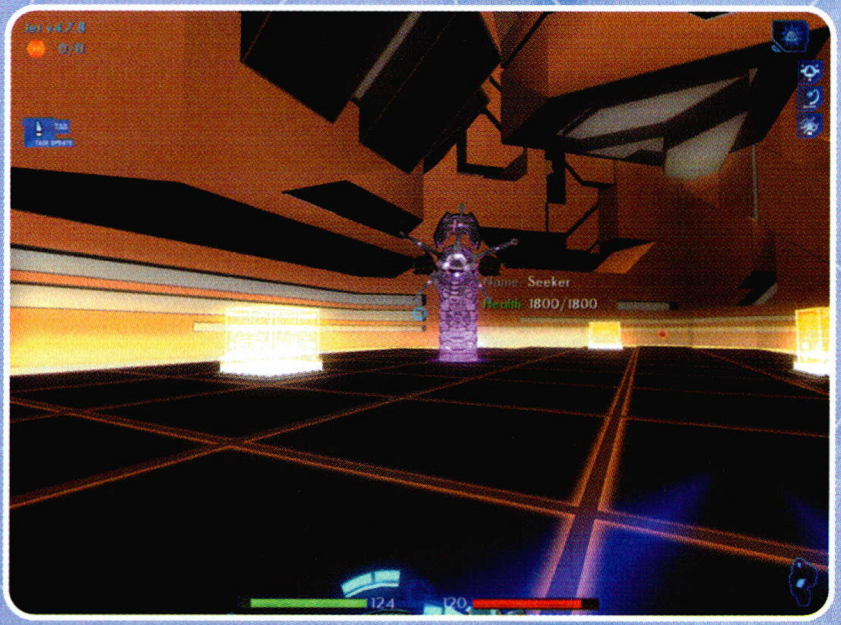
Build Notes: 0
C.O.W.: 0
Hostile Programs: Seeker, Resource Hogs

Jet entered an exit portal to lure the Seeker away from Ma3a, and he now finds himself in the company's old mainframe, an abandoned game arena to be exact. More importantly than his location, however, is *what* he's with. The Seeker followed Jet to this test grid and the only way out is to defeat it.

OBJECTIVE› LOCATE THE TRON LEGACY CODE.

›››››TASK DESTROY THE SEEKER PROGRAM. (10 BUILD POINTS)

The Seeker is an enormous, snake-like program that requires system resources to be at 100% for it to thrive. The beast will fire deadly darts at Jet at a very high rate of speed, capable of derezzing Jet with a single swipe from its body. To make matters more dangerous, the toxic trail that appears while the Seeker is moving below the game grid can also derez Jet if he so much as brushes against it!

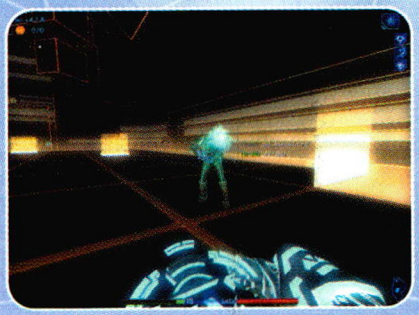


PREPARING FOR THE SEEKER

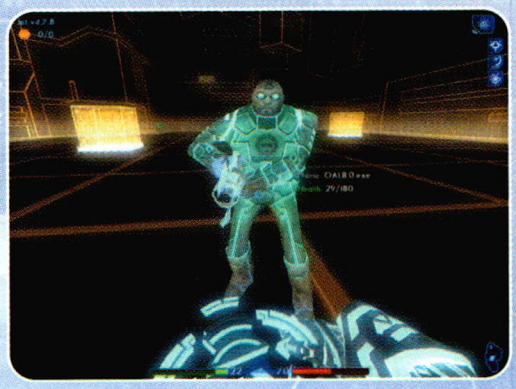
Equip the Cluster and Primitive Charge subroutines to handle Jet's offensive needs, then install as many defensive subroutines as possible. It wouldn't hurt to install the Profiler either, as knowing the Seeker's current health level is a helpful piece of information.

Stay on the move by constantly strafing around the arena at a distance from the Seeker and continue to toss the Cluster disc at it. When a direct hit connects, the Seeker will start to malfunction and system resources will be released upon the arena.

Free resources don't last long with today's bulging applications. In fact, a special breed of program, known as the Resource Hog, will appear and lay claim to the grid. Although the Seeker may be temporarily shutdown, Jet must deal with a minimum of three Resource Hogs during this break in action. Continue to use the Cluster (or the Suffusion) and quickly derez the Resource Hogs before they can use their mighty guns and blades. Sneak over to the Patch Routines on either end of the arena to refill lost energy or health before the Seeker returns.



Once the system resources have been restored to full capacity, the Seeker reappears and the battle kicks back into overdrive. Consider Quick Saving if Jet's health and energy is maxed out after destroying the Resource Hogs, because this battle continues for some time. Attack the Seeker program with the Cluster while dodging its attacks. Jet must connect with a total of five critical hits, which means he must survive four assaults from the Resource Hogs as well.



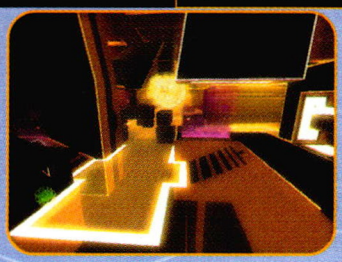
The Seeker leaves behind a mysterious item that Jet immediately attempts to retrieve—the Blaster (Mesh Primitive). Unfortunately, the game grid flooring disappears with the Seeker and Jet freefalls into an unknown area.

MAIN PROCESSING CORE

SYSTEM VITALS

Build Notes: 4
C.O.W.: 1
Hostile Programs: Resource Hogs

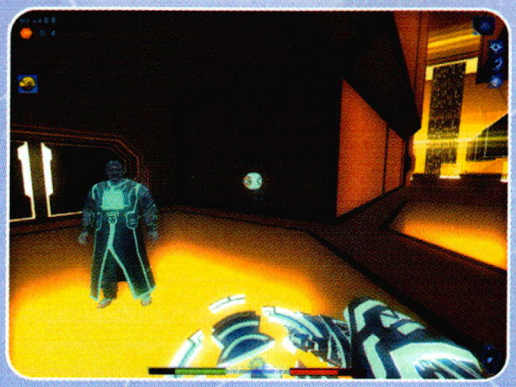
OPERATING SYSTEM



OBJECTIVE› LOCATE THE TRON LEGACY CODE.

›››››TASK ACCESS AN I/O NODE AND RECEIVE MA3A'S MESSAGE. (2 BUILD POINTS)

Jet returns to consciousness on the old system mainframe in the company of an old program named I-No. I-No doesn't realize that he is a relic, a lost and forgotten application on a completely antiquated piece of equipment. Continue talking to I-No to learn about this system and the TRON Legacy code.



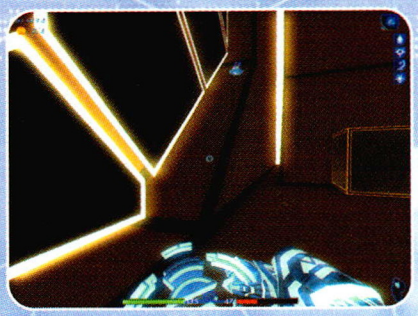
Approach the I/O Node and link up with Ma3a. This ancient system isn't powerful enough to support Ma3a, but she must exit the power router before another Seeker destroys her. Fortunately, Byte suggests that Jet find a way to over-clock the EN12-82 mainframe. It's a gamble, but it's their only chance!

> I-NO: "EN12-82, top-of-the-line mainframe, capable of 16-bit processing, full monochromatic display support, and a local storage of 128 megabytes. I challenge you to find a more robust system."

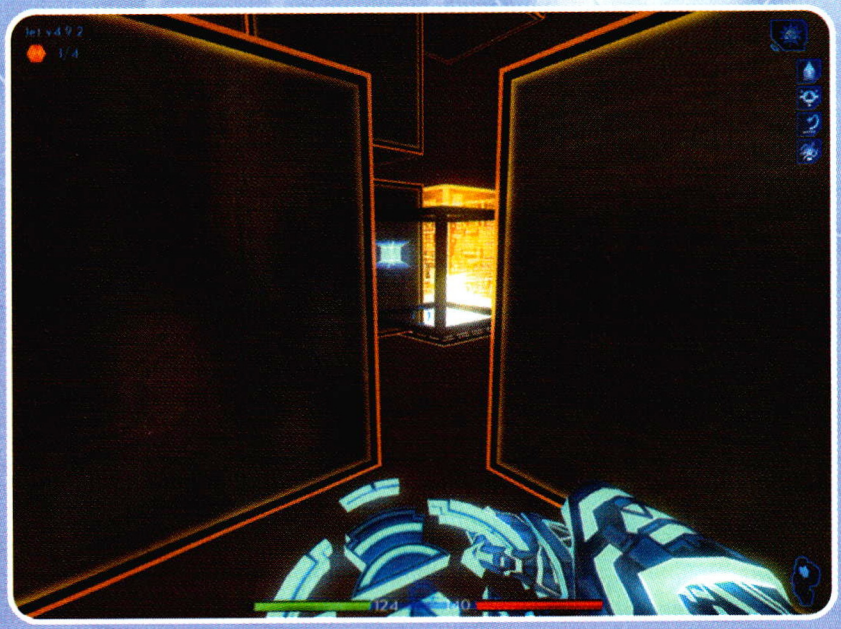
›››››TASK RECONFIGURE THE GATE JUMPERS TO OVER-CLOCK THE SYSTEM. (5 BUILD POINTS)

Approach the force field and wait while I-No deactivates it, then run across the large room ahead while dodging tank fire (entities from one of Flynn's early videogames). The tanks can also derez the gray and black columns that Jet will use to reach the far side of the room. It takes a lot of patience to get across the room safely. The derezzed columns will gradually reappear, but don't attempt to jump across large gaps in the path; a Gold level Y-amp subroutine isn't powerful enough to help Jet jump that far!

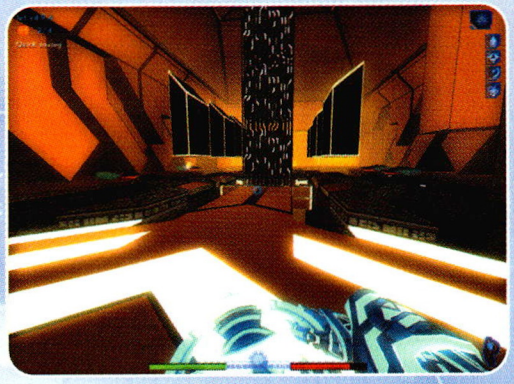
Once Jet is safely on solid ground at the far end of the room, turn and grab the Build Note in the center and sprint for the stack of crates. There are Patch Routines in the corners of the room, so use them to duck out of sight of the tanks. Additionally, a C.O.W. is circumnavigating the inner ledge of the far wall. Wait for it to roam near the floor and activate it for a free upgrade to one of Jet's subroutines.



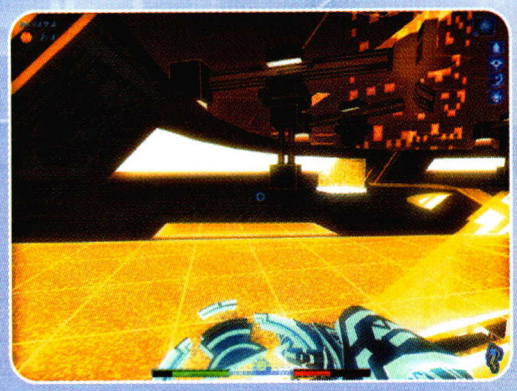
Jet's main goal in this area wasn't the upgrades, but rather the Permission inside the Archive Bin in the center of the stack. Approach from the rear and squat down in the back-left corner. Jet can access the Archive Bin through the space between the other crates. Lastly, another Build Note is positioned on top of this pile of crates. Jump onto the Archive Bin and the crates nearest the tanks to reach the Build Note.



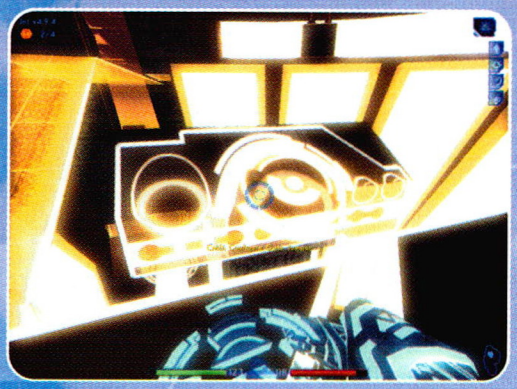
Return to the central platform and put the newly acquired permission to use by activating the lift. The lift slowly rises along the central column, taking Jet directly to the gate jumpers he needs to over-clock the system.



There are four Resource Hogs stationed in the above room, prepared to fight to protect the stability of their system. Run up any of the four yellow paths and begin working around the perimeter of the room with either the Suffusion or Cluster weapon to derez the Resource Hogs. Stay on the outside of the room and run from yellow block to yellow block to stay under cover as much as possible.



Make use of the Patch Routines as needed, then return to the central platform. Activate the four jumpers to complete the reconfiguration. I-No will ping Jet once the jumper settings have been altered.



>>>>>TASK ACCESS AN I/O NODE AND RECEIVE I-NO'S MESSAGE. (2 BUILD POINTS)

Return to the perimeter walkway and locate the I/O Node. I-No is a stickler for politeness and he feels really bad about not greeting Jet with a warmer reception. What's really important, however, is realizing what to do next to get this system running fast enough for Ma3a to enter it. I-No believes that the power relay stations hold the key.

VERSION 5.0 RELEASED!

After the conversation with I-No, the I/O Node Task should push Jet over his next milestone (especially if all 43 of the Build Notes have been collected thus far). Distribute some of the performance points to each ability, but don't forget to upgrade the Weapon Efficiency and Transfer Rate.

>>>>>TASK ACTIVATE THE SECONDARY POWER RELAY STATIONS. (12 BUILD POINTS)

Descend the ramp to the Data Stream in the center of the room and use it to transport to the Power Relay Level. Note the location of the I/O Node on the right and descend the ramp near the program. Use the Health Patch if necessary, then approach the opposite end of the room.

> ARCHIE_678: "The best thing about coming out of sleep mode is looking forward to going back into sleep mode."

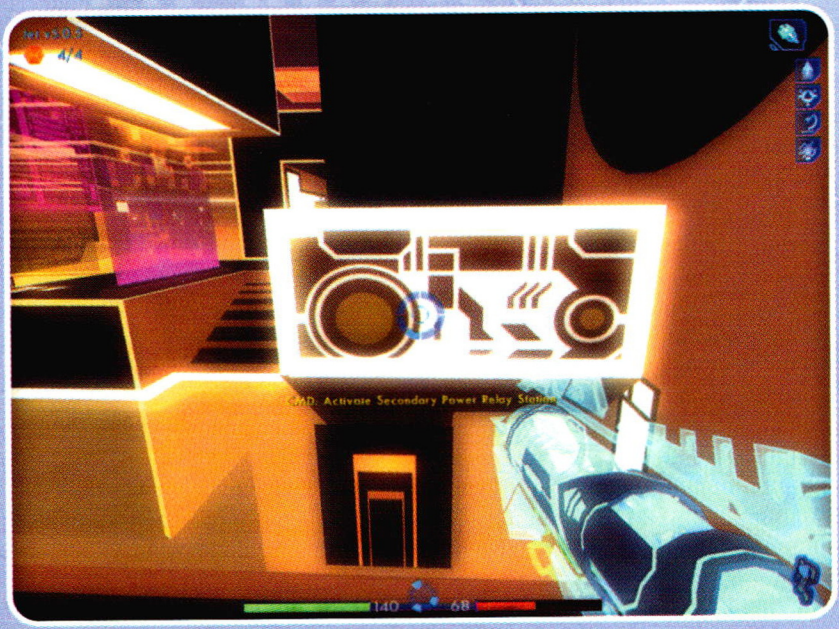
The Power Relay Level is circular in nature and consists of four rooms connected by high-speed, unidirectional relay tunnels. The four rooms, or spokes, each contain a control panel, but only the first and third room's power relays are currently active. Jet must gather the necessary permissions to activate the other two relays.

RESOURCE HOG RESIDUAL ENERGY

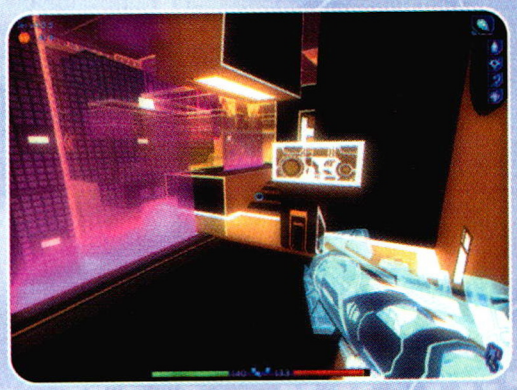
Resource Hogs don't derez quietly like an ICP does. Instead, they explode and release a surge of excess energy. This energy pulse extends outward a great distance, capable of shocking and overloading more efficient programs and entities nearby—including Jet! Stand back and wait for the fireworks to stop before rushing in to download the Core Dump.

Destroy the Resource Hogs that enter from the relay tunnels and collect Permission 5 from one of their Core Dumps. Enter the tunnel as indicated by the arrows (all travel is clockwise), and prepare to derez a solitary Resource Hog in the next spoke. There are numerous Archive Bins in this second room, as well as a possible Build Note, but Jet doesn't have the permissions required to activate the panel or collect the content from the Archive Bins. Continue to the third room.

Derez the Resource Hog and search for a Build Note. Quickly collect any Core Dumps that remain and exit through the tunnel to the fourth spoke. Jet now has the appropriate permissions to access the power relay in the fourth room. Climb the ramp on the right to reach the panel. Additionally, search for Permission 8 from a Resource Hog, as well as Permission 6 from the Archive Bin in the back-left corner.



Replenish lost health in the first room, then return to the second room again—it's time for a second lap! Obtain the Permission 7 from the Archive Bin in the far corner and read the Email in the other bin before flipping the switch on the power relay panel in this room.



After successfully activating the final power relay, Jet receives a warning about the core settings exceeding the default specifications. Use the relay tunnels to return to the first room on this level.

>>>>>TASK ACCESS AN I/O NODE TO RECEIVE I-NO'S MESSAGE. (2 BUILD POINTS)

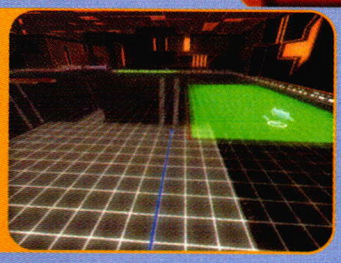
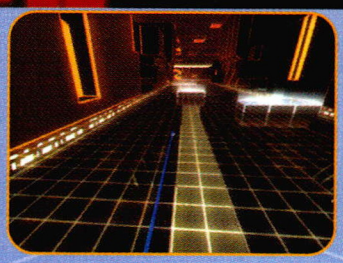
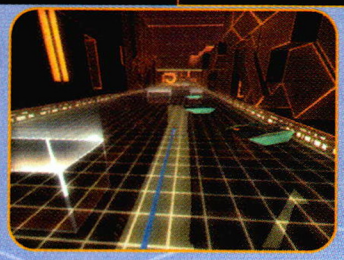
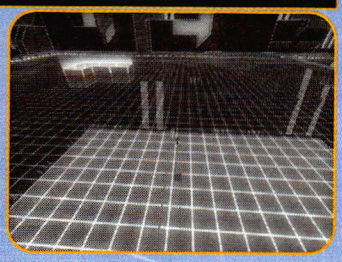
Back in the first room, access the I/O Node to talk with I-No. The over-clocking worked and Jet, I-No, and Ma3a retire to an abandoned game grid for a friendly meet and greet.

ANCIENT GRID ARENA

SYSTEM VITALS

Build Notes: 0
C.O.W.: 0
Hostile Programs: N/A

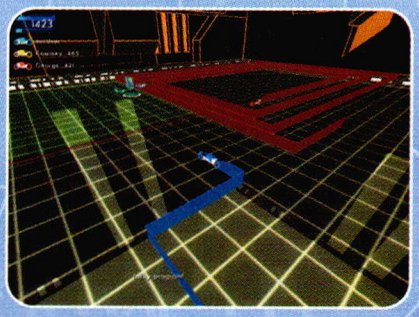
OPERATING SYSTEM

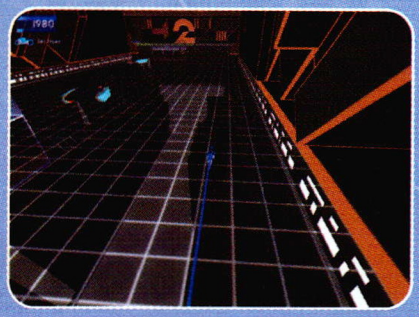
OBJECTIVE› LOCATE THE TRON LEGACY CODE.

›››››TASK DEFEAT THE LIGHT CYCLE RACERS. (10 BUILD POINTS)

Just as Ma3a and I-No are getting to know one another, three unwelcome scripts riding Light Cycles crash the party. Jet quickly reaches for his Rod Primitive and heads onto the grid in a cycle of his own.



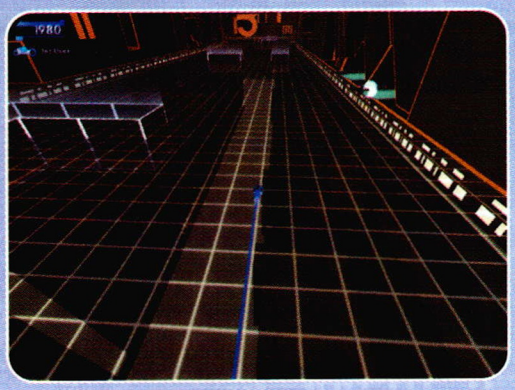
Jet must battle and win against three waves of Light Cycles (all opponents are red and yellow). The first race takes place in a large square arena with large speed zones near the perimeter. Use the Trail Spike power-ups and avoid getting stuck in a spiral.



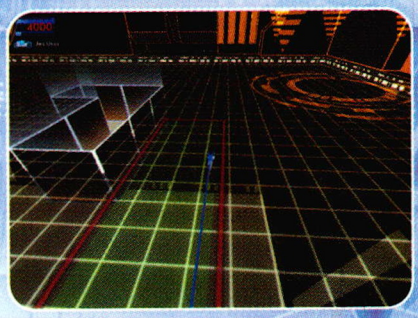
The second race takes place in a nearby arena, but the passage to it contains several obstacles and numerous tanks that will attempt to derez Jet. Make calculated turns to avoid the obstacles and get behind the tanks by paralleling the right-hand wall. Accelerate hard for the next arena.

ONCE A WINNER, ALWAYS A WINNER

As long as Jet survives tank alley and makes it to the start of the next wave, you won't have to repeat the previous race. Always select "Yes" when asked to retry the Light Cycles after a crash. On the other hand, if Jet crashes his Light Cycle or is shot by a tank while trying to reach the next race, you must attempt the previous wave again.



The second race is a lot like the first one; use the Trail Spike and race conservatively until only one Light Cycle remains on the grid. Unfortunately, the journey to the third race location is much more difficult. It takes lots of skill to carefully zigzag the Light Cycle between numerous tanks that emerge on both sides. Constantly adjust the speed of the Light Cycle to avoid the tank fire—speed up for short bursts and slam the brakes while turning to throw them off.



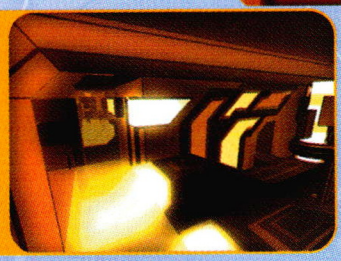
The final race is the most difficult. What makes this race tougher is the location of the power-ups. The power-ups in this section of the arena are positioned right next to the inside corner of L-shaped obstacles. The Trail Spike and Shield power-ups are certainly valuable items, but make sure you can handle the high-speed turns that are required to snag them without crashing. Use the narrow speed zones to get ahead of the competition, then quickly cut in on them. Carefully steer toward the exit portal after the race.

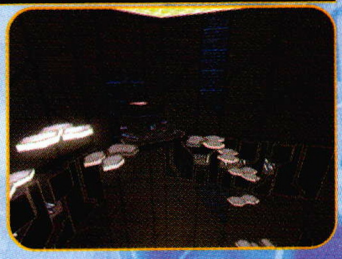
MAIN POWER PIPELINE

SYSTEM VITALS

Build Notes: 4
C.O.W.: 1
Hostile Programs: Resource Hogs, Finders

OPERATING SYSTEM





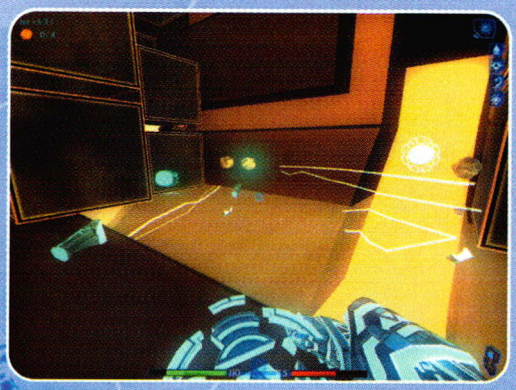
OBJECTIVE› LOCATE THE TRON LEGACY CODE.

›››››TASK ACCESS AN I/O NODE AND RECEIVE MA3A'S MESSAGE. (2 BUILD POINTS)

Jet hooks up to an I/O Node and restores contact with I-No and Ma3a after exiting the arena. I-No has located the TRON Legacy code and can't wait for Jet to see it. He must travel through the Main Power Core to rejoin them.

>>>>>TASK RENDEZVOUS WITH MA3A AND I-NO INSIDE THE TRON LEGACY CODE ARCHIVE. [5 BUILD POINTS]

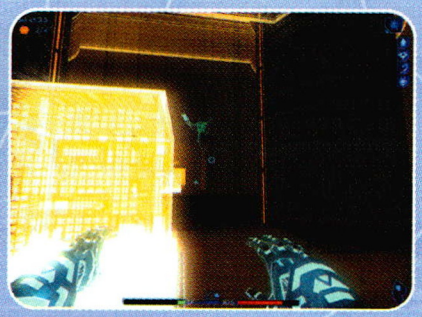
The area directly ahead is crawling with Resource Hogs. Step around the blocks near the Infinite Patch and use the Cluster to derez the assailants. The energy bridge is temporarily out of order and it remains as such until Jet finds the lost Binary Bit, which restores energy to it.



The two ramps on the right both lead downhill. Take the second ramp and follow it to the tunnel on the left. Look for a Build Note and an inactive Binary Bit on top of a block. A power surge causes the environment to begin to shake, but it won't harm Jet inside this tunnel. Transfer 15 energy to the Binary Bit and return up the ramp.

The Binary Bit returns to the control panel for the bridge. Activate the panel to turn on the bridge and battle past the Resource Hogs en route to the Health Patch and the Archive Bin up ahead on the right. Download the Permission and the Beta version of the Base Damping subroutine.

Follow the path up the ramps to a large circular pathway. Spend enough time here to ensure that every Resource Hog is derezzed, then download the Emails from the Archive Bins near the wall to the left of the entrance. Search the area for Build Notes and enter the core up ahead.

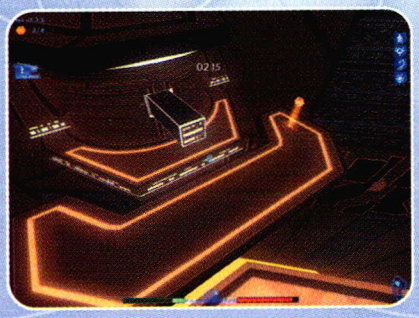


>>>>>TASK OPEN THE SURGE SUPPRESSION CIRCUITS. [3 BUILD POINTS]

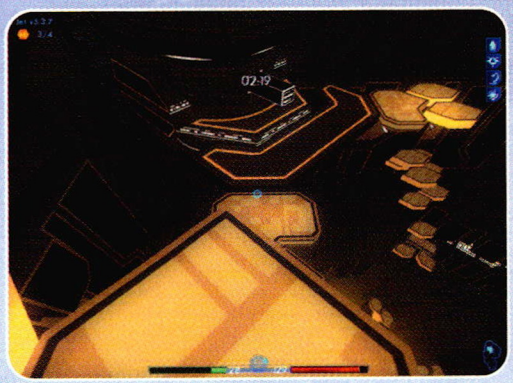
To return stability to the system, three Surge Suppression Circuits must be activated. There are only 3:00 minutes to complete this task, although 50 seconds is added to the timer each time a circuit is activated.

Approach the end of the walkway as it extends into the core and step onto the ascending and descending yellow platforms to the left. Jet must circle around the core in a clockwise direction to three different Suppression Circuits to complete this task. The only way to do it is to carefully step from platform to platform as they rise and fall.

Follow the platforms to the left first and begin the loop to the right toward the first platform. Don't worry about the timer, as there is more than enough time to complete this task—the real challenge is not falling! After activating the first Suppression Circuit, consider Quick Saving.



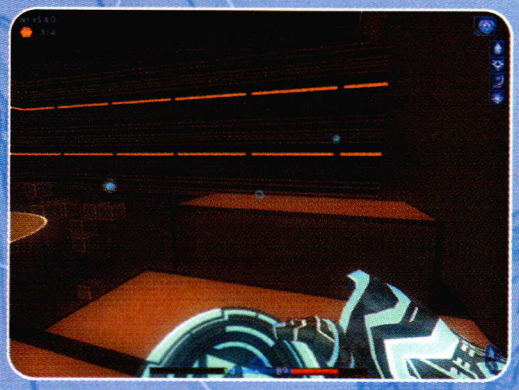
Continue the loop around the core in a clockwise direction to the second Suppression Circuit, then on to the third. The second circuit is high above the first one and it has a more obvious route to it. The third circuit, on the other hand, is far below the others, but it's trickier to reach. Step onto the tiny platforms leading to the third circuit and patiently wait as the tiny ledge nearest the circuit rises and falls.



After activating the third Surge Suppression Circuit, all of the little yellow platforms disappear and the three ledges in front of the circuits rise toward the ceiling. Have the Disc or the LOL ready to take out the Finders patrolling the upper reaches of the core.

At the top, head toward the Archive Bin in the center and take cover from the approaching Resource Hogs. Lean around the bin and use the Sequencer to derez the Resource Hogs. Collect the Email and Permission 5 from the Archive Bin, as well as the **Corrode** subroutine (if Jet has enough energy to do so).

Exit the core and jump over the wall on the immediate right to find a C.O.W. Take this time to upgrade a subroutine other than the Viral Shield, as a Beta version of that subroutine will make an appearance soon enough. Return to the main path and search the area over the left-hand wall for the final Build Note.

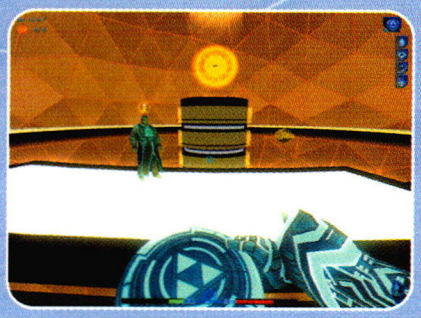


Access the Infinite Patch on the right-hand side of the chamber and use it to gain enough energy to download the Corrode subroutine, if you haven't done so already. The opposite side contains an Email and a Permission, but neither are necessary to meet with Ma3a and I-No.

Approach the program on the far side of the room. Although he was kind enough to extend a bridge to Jet, he refuses to let Jet enter the TRON Legacy Archive. Only after distracting him with a riddle can Jet sneak into the Data Stream that leads to Ma3a and I-No. Once inside the archive, replenish lost resources and talk with I-No.

>>>>>TASK GRAB THE TRON LEGACY CODE. (20 BUILD POINTS)

I-No extends a bridge from where Ma3a is floating to the pedestal upon which the TRON Legacy code is resting. Walk up and grab hold of that wonderful piece of uncompiled code!



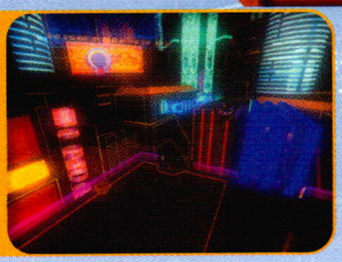
MASTER USER

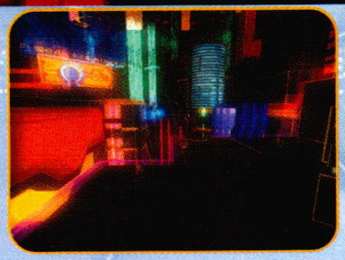
CITY HUB

SYSTEM VITALS

Build Notes: 5
C.O.W.: 1
Hostile Programs: z-Lots, Rector Scripts

OPERATING SYSTEM



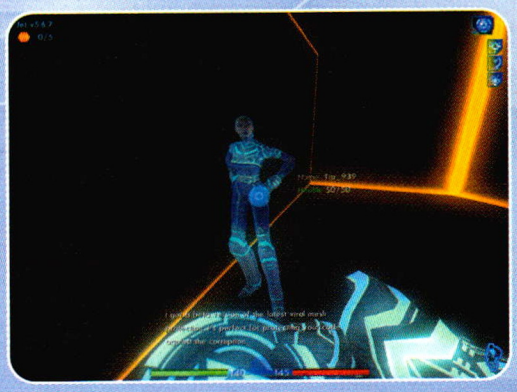


Jet and Ma3a have stepped right out of the ancient mainframe into an Internet hub. The hustle and bustle of the area is quite intimidating at first, but if there's a compiler program to be found, it's on the Net!

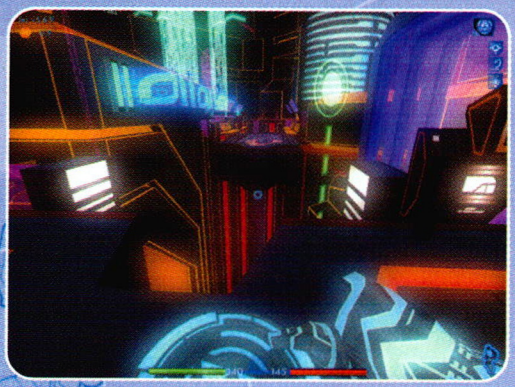
OBJECTIVE› COMPILE THE TRON LEGACY CODE.

›››››TASK FIND A COMPILER PROGRAM. [2 BUILD POINTS]

Walk around the wall to the left to find the program Tia_939. This program has the newest Beta version of the Viral Shield subroutine and Jet gets it for free. Thank her for the gift and look around the area for a Build Note.



Approach the control panel across from the entrance and call for the platform. Ride the platform to the other side of the area and veer off to the right to find an Archive Bin filled with subroutines and Permission 5. Perform a lap around the outer walkway to locate additional Build Notes, then replenish any spent energy at the Patch Routines near the rear of the area.



>>>>>TASK LOCATE AND ENTER THE PROGRESS BAR. (8 BUILD POINTS)

Moments after Jet finishes talking to the program, a warning is broadcast throughout the hub: A corruption is on the way! Jet must defend himself against the z-Lots and Rector Scripts until the timer runs out, at which time the ICPs will arrive to clean up any remaining members of the corruption.

PREPARE YOURSELF!

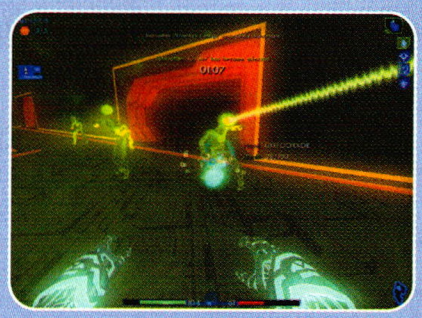
Make sure Jet has the Sequencer ready and his resources are full before talking to the compiler program. Quick Save after talking to him; the reason will be obvious soon enough!

>>>>>TASK PROTECT THE THREE TOWERS FROM THE CORRUPTION. (2 BUILD POINTS)

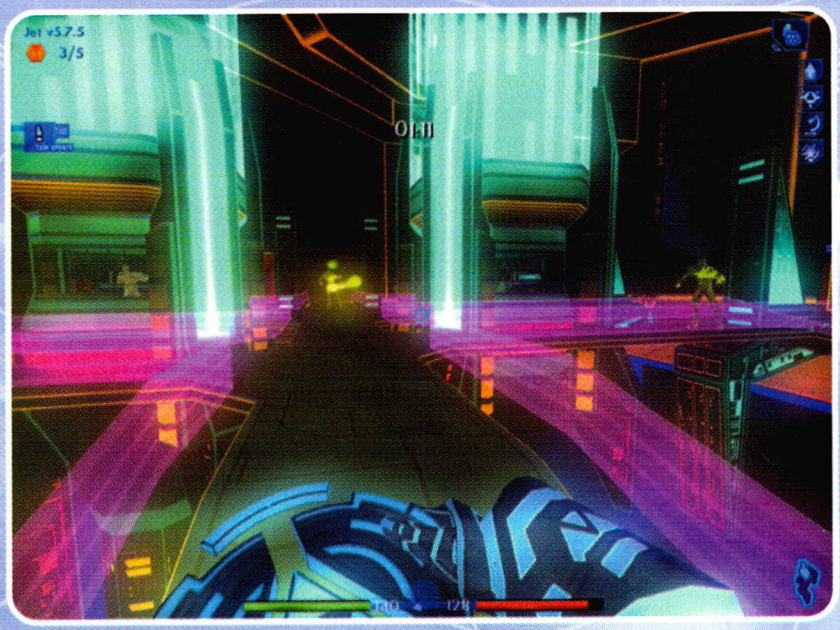
>>>>>TASK SURVIVE THE ONSLAUGHT OF CORRUPTED PROGRAMS UNTIL REINFORCEMENTS ARRIVE. (3 BUILD POINTS)

Locate the program to the right of the Patch Routines and enter the room behind him to find a very interesting email tucked inside an Archive Bin. Read the Email and approach the program. Although this particular script is a compiler, the TRON Legacy code is far too sophisticated for his simple abilities. He advises Jet to find a high-level compiler in the Progress Bar.

Surviving the onslaught for two full minutes isn't an easy assignment. Although only a few z-Lots appear at first, their numbers increase considerably throughout the invasion. The best option is to constantly stay on the move, collecting Core Dumps whenever possible. This battle lasts too long to rely on energy-consuming weapons such as the Suffusion or Cluster, so choose the Sequencer as it is much more economical.



The z-Lots slowly start to filter onto the walkways leading up to the three city towers, and Jet can receive several additional Build Points if he can keep them at bay. Perform laps around the city and occasionally cut across the walkway to derez any z-Lots that attempt to corrupt the towers. One or two of the towers can become corrupted, but it's important to keep the z-Lots from corrupting all three to obtain the additional Build Points. Pay close attention to the system messages that appear and immediately begin the Disinfection Procedure on any subroutine that becomes infected.



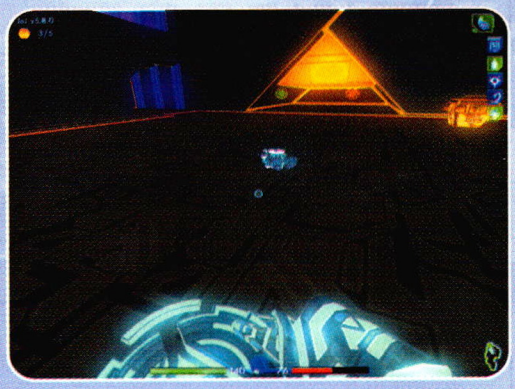
JUMPING JET FLASH

Never approach a z-Lot straight on. Instead, run and jump to leap over his attack or lure him into tossing his corrupted ball over Jet's head after he lands.

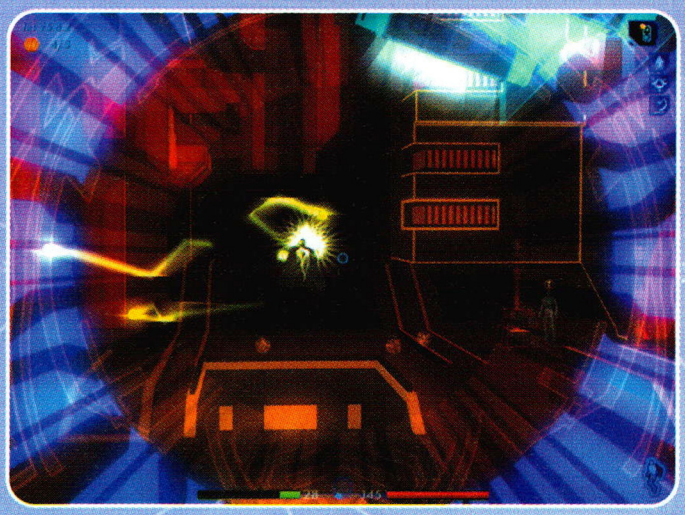
Rector Scripts begin to materialize with roughly 30 seconds remaining in the fight. Continue to move around and target them with the Disc. They're strong and their attacks are lethal, but they are easier to avoid when facing them head on. Never turn Jet's back on a Rector Script!

After two minutes have elapsed, the ICP security force arrives and derezes any remaining z-Lots. Jet automatically rides the elevator down into the city, where he encounters an old acquaintance.

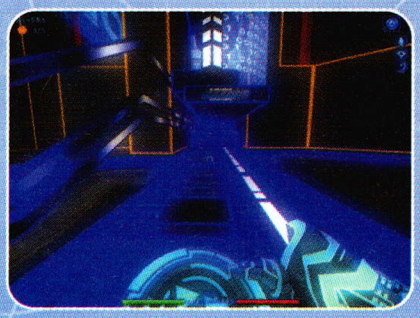
The Progress Bar is just up ahead, but Jet doesn't have the proper permission to get in yet—it's obviously a very exclusive club! Recharge in the Energy Pool and use the C.O.W. to upgrade the Viral Shield subroutine to Gold status. Use the Patch Routines at the far end of the area, then turn toward the walkway leading up to the left.



Derez any z-Lots that attack while looking for Build Notes and equip the LOL. A friendly program is being harassed by a gang of z-Lots in the distance. Use the LOL to snipe the z-Lots. Three quick shots should take them down, but a Rector Script appears as soon as one of them gets derezzed. Strafe back and forth while sniping the Rector Script to derez it. Once done, talk to the program; he'll thank Jet by giving him the Permission he needs to enter the Progress Bar.



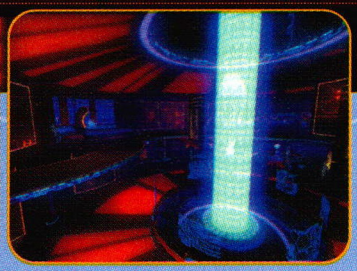
>>>>>TASK ACCESS AN I/O NODE AND RECEIVE GUEST'S MESSAGE. (2 BUILD POINTS)



Jet receives a ping from Guest shortly after saving the program from the z-Lots. Search for any outstanding Build Notes in this area and use the I/O Node in the corner to see what Guest has to say. Meet Ma3a at the Progress Bar.

PROGRESS BAR

OPERATING SYSTEM



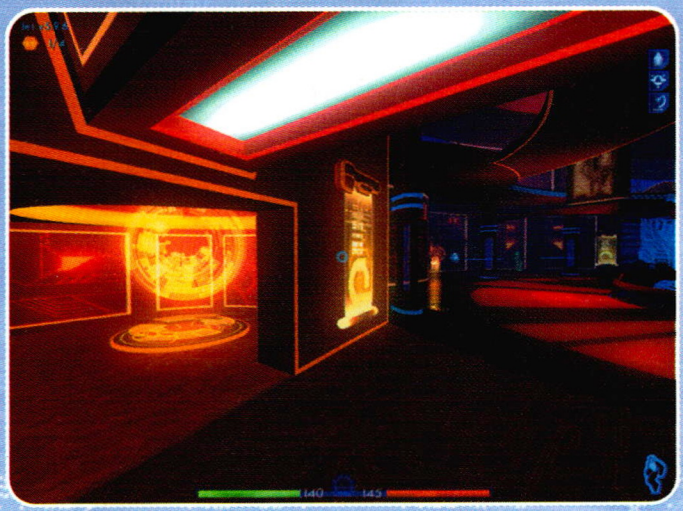
SYSTEM VITALS

Build Notes: 4
C.O.W.: 1
Hostile Programs: Thorne, z-Lots

OBJECTIVE> COMPILE THE TRON LEGACY CODE.

>>>>>TASK FIND THE HIGH LEVEL COMPILER PROGRAM RUMORED TO BE IN THE PROGRESS BAR. (5 BUILD POINTS)

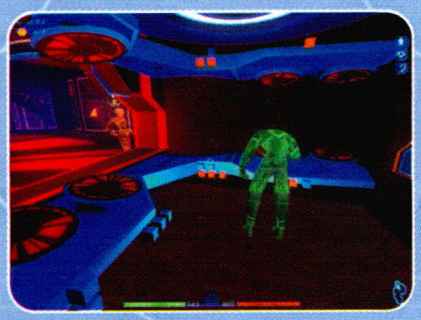
Enter the bar and immediately begin scouring the area for all four Build Notes. Follow the heavy beat of the music to the main area of the bar and approach the program with the Talk icon above his head. He informs Jet that the Compiler program is currently working on his code and that Jet needs to wait in line. He then complains about the bad music in the bar.



AMAZING VERSION 6.0!

Collecting the Build Notes inside the Progress Bar should put Jet over the next milestone, especially if he succeeded in saving the city towers from the corruption. Allocate most of the performance points to Health, but save some to perform small upgrades to each of the other attributes as well.

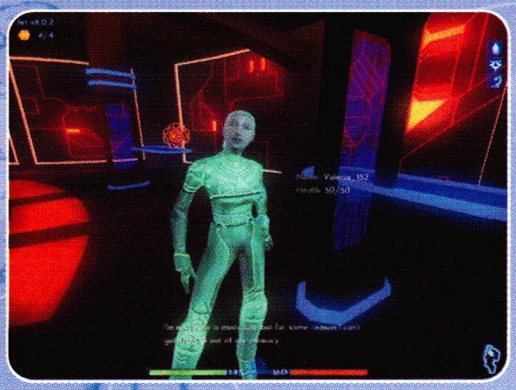
>>>>>TASK DISTRACT THE PATRON PROGRAM AWAY FROM THE HIGH LEVEL COMPILER PROGRAM. (5 BUILD POINTS)



Locate the C.O.W. on the wall near the Health Patch and use it to upgrade a subroutine in Jet's system. Continue toward the D.J. Booth and go inside. The D.J. has noticed that no one is groovin' to his tunes tonight and wants Jet to go around to find out what they want to hear.

DJ.EXE: "Nothin' seems to get 'em movin' tonight, kno'm' sayin'? Do me a favor, bro'. Ask around, pick up the vibe."

Wander the bar and talk to every program about what song they want to hear. There are three programs on the lower level that answer the poll, as well as two more on the upper level. Use the 2-way Data Stream to access the upper level of the bar. Also, while Jet is up there, download Permissions 6 and 8 from the Archive Bins near the Data Stream.



Return to the D.J. and inform him that most of the programs want to hear "track 6". He puts the song on right away and many of the programs waste no time in hitting the dance floor. Most importantly, the program waiting on the compiler becomes distracted by the music. Now Jet can sneak past him in line.

Walk across the dance floor to the High Level Compiler program and show him the TRON Legacy code. He begins compiling it to install into Ma3a pro bono—he's just happy to be working on something exciting for a change! Jet receives a ping from Guest shortly after leaving the TRON Legacy code with the compiler.

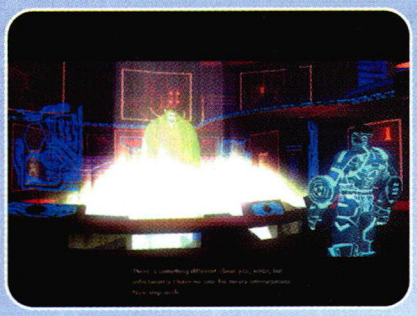
>>>>>TASK ACCESS AN I/O NODE TO RECEIVE GUEST'S MESSAGE.
[2 BUILD POINTS]

Make sure Jet has collected all Build Notes, Permissions, and the C.O.W. before returning Guest's ping. Also, make sure he has full energy and health, along with a weapon (such as the Sequencer) ready to attack.

SPOILER WARNING!

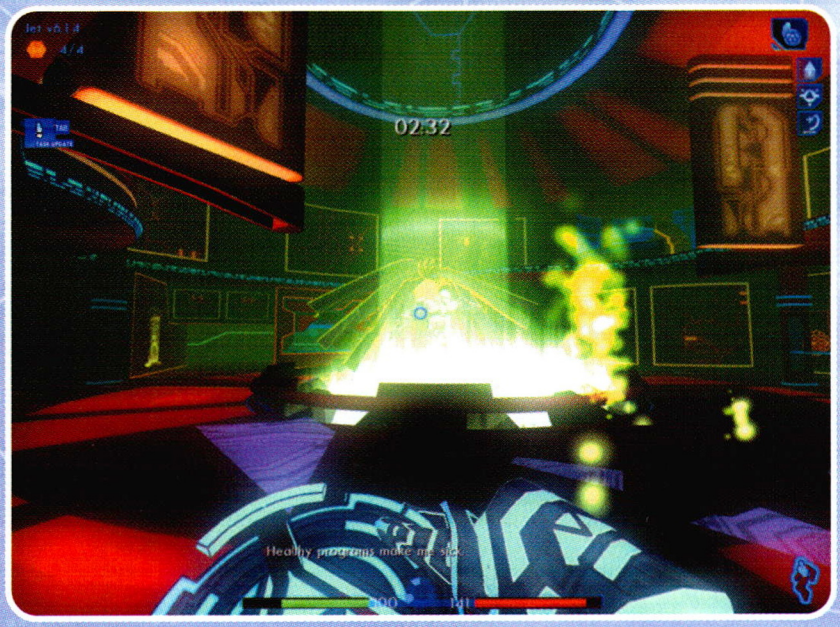
The following paragraphs contain spoilers about the identification of Guest and the reason TRON Legacy was archived far out of reach. Read ahead at your own risk!

Return to the upper level of the Progress Bar and access the I/O Node to witness a live video feed from Alan, Jet's father. Alan Bradley pleads with his son to *not* compile the TRON Legacy code, but his message is too late. Just as Jet tries to relay the message to Ma3a, the corruption's Master User, Thorne, appears in the bar. He wants those correction algorithms!

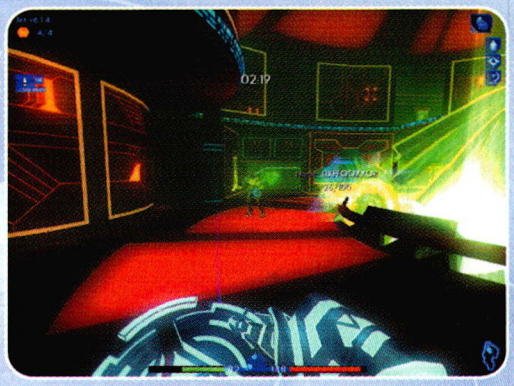


>>>>>TASK PROTECT MA3A FROM THORNE! (10 BUILD POINTS)

Thorne immediately begins to amass large balls of corruption in his hands. He's going to attempt to throw corruption bombs at Ma3a and it's up to Jet to destroy them. Use the rapid-firing Sequencer to continuously pepper Thorne with Discs to ensure he doesn't land a hit on Ma3a. Jet must protect Ma3a for three full minutes!



Jet starts by defending Ma3a on the lower level of the bar. Keep a steady barrage of Discs aimed at Thorne while slowly walking around the dance floor toward the Health Patch and Data Stream. Watch for z-Lots and dodge their attacks while focusing on Thorne. Recharge at the Health Patch, then rush into the Data Stream to head upstairs.



Continue to attack Thorne, then turn and recharge at the Infinite Patch. Take out the z-Lots that appear on the upper level (look to download the **Drunken Dims** Subroutine from a Core Dump) and stand to the left of the large column while aiming at Thorne. As long as the z-Lots don't destroy Jet, he should be able to successfully ward off Thorne's attacks long enough for Ma3a to finish with the compiler.

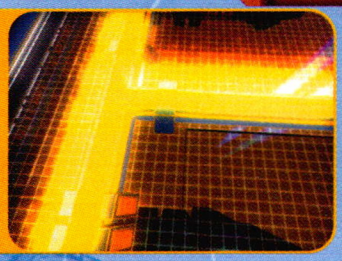
Once the TRON Legacy code has been successfully compiled and installed in Ma3a, her shell transforms into a massive security program with enormous strength. The only problem is that the new TRON/Ma3a compilation is unable to distinguish between malicious Users and those who are more altruistic. After derezzing Thorne with a single strike, TRON/Ma3a turns its attention on Jet. Ma3a is unable to control her new form and can only advise Jet to run for his life!

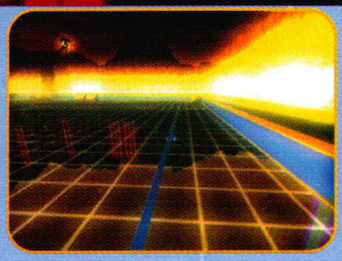
OUTER GRID ESCAPE

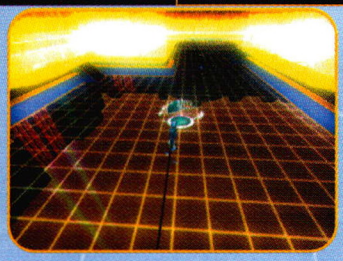
SYSTEM VITALS

Build Notes: 0
C.O.W.: 0
Hostile Programs: TRON/Ma3a Compilation

OPERATING SYSTEM



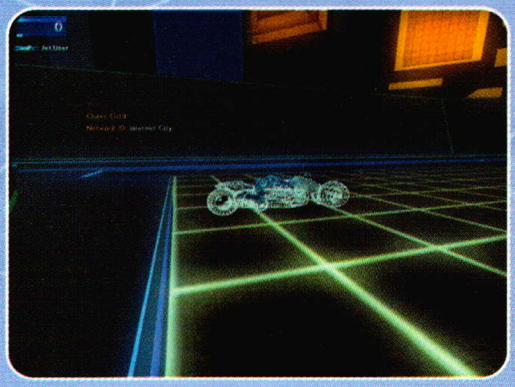




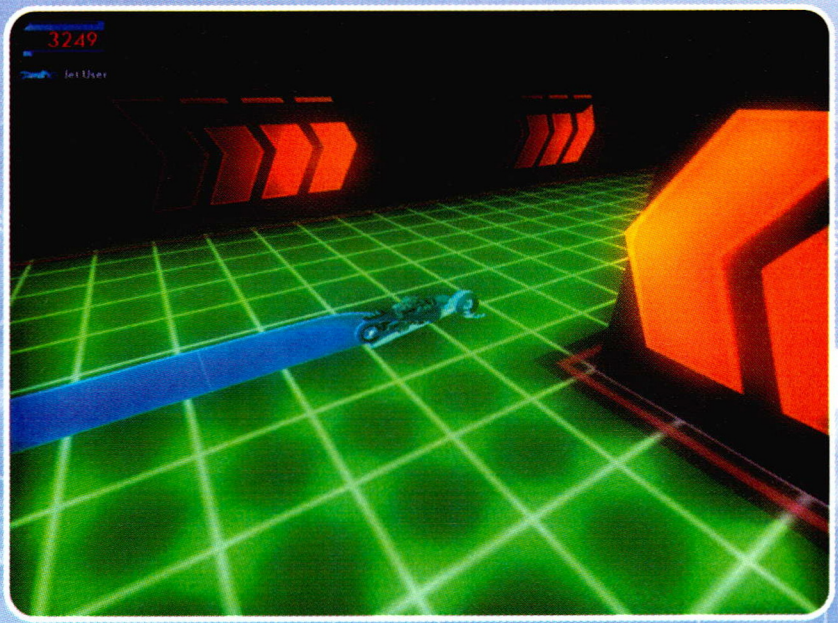
OBJECTIVE› ESCAPE FROM MA3A.

›››››TASK GET TO THE EXIT RING OUTSIDE THE CITY. (10 BUILD POINTS)

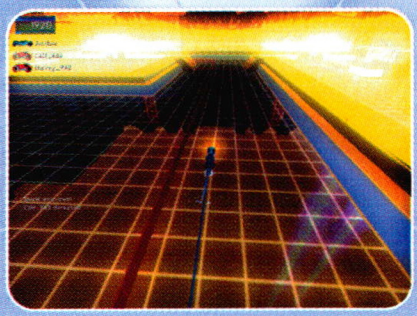
Jet escapes onto a nearby Light Cycle grid in an attempt to outrun the TRON/Ma3a compilation. This grid is dissected into three zones, each of which serves as checkpoints.



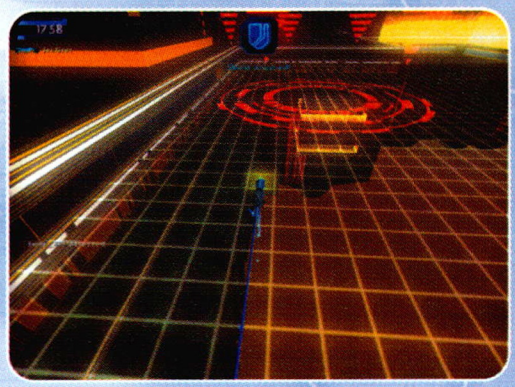
Jet automatically boards his Super Light Cycle just outside the Progress Bar. Follow the red arrows on the walls and carefully steer the bike through the maze. Aim for each speed zone and, after a few quick turns that lead Jet to an open area, enter the tunnel straight ahead. Follow the speed zones to the next area.

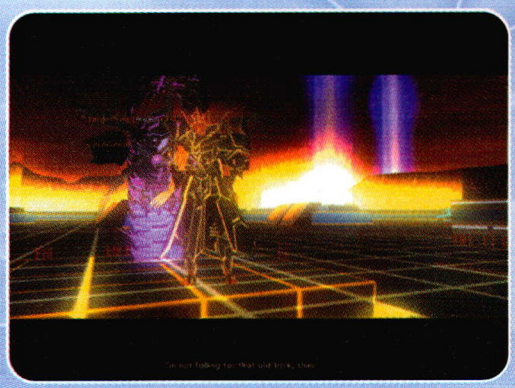


The second segment of the escape route is significantly more mazelike. It also contains a pair of enemy Light Cycle racers. Keep to the right and grab the Shield power-up from the dead-end. Use the Shield to continue around the track while making a right-hand turn whenever possible. The narrow passages will test your ability to handle the Super Light Cycle. Drive cautiously and head for the speed zones leading to the third and final area of the grid.



Another pair of Light Cycle opponents enters the chase as soon as Jet enters the third segment. Travel around the perimeter of the grid in a clockwise direction and use the Shield power-ups to protect against the crafty opposition. The exit port appears after a couple of turns. As soon as Jet gets close to the exit area, the TRON/Ma3a compilation leaps down and corners the User. However, before the compilation can destroy Jet, a Seeker program rears up behind it and captures it.





PRACTICE FOR SPEED

If escaping from TRON/Ma3a proves too difficult at this time, consider practicing in the Light Cycle mode of play. Select circuits that allow the use of Super Light Cycles to get accustomed to handling the bikes at high speed. A little practice goes a long way in out-driving the competition on the grid!

FCON'S DIGITIZATION LAB

SYSTEM VITALS

Build Notes: N/A
C.O.W.: N/A
Hostile Programs: N/A

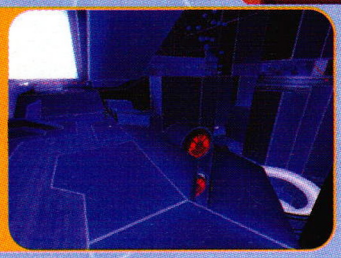
Back in the real world, those in command of fCon are elated to learn that Ma3a has finally been captured. They succeeded in getting Alan Bradley to reveal the location of the algorithm corrections and now, thanks to Ma3a's capture, they can proceed in their diabolical plans.

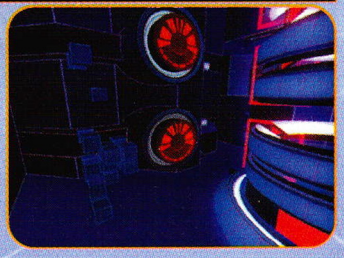
REMOTE ACCESS NODE

SYSTEM VITALS

Build Notes: 5
C.O.W.: 1
Hostile Programs: Resource Hogs, ICP Regulars, ICP Launchers

OPERATING SYSTEM

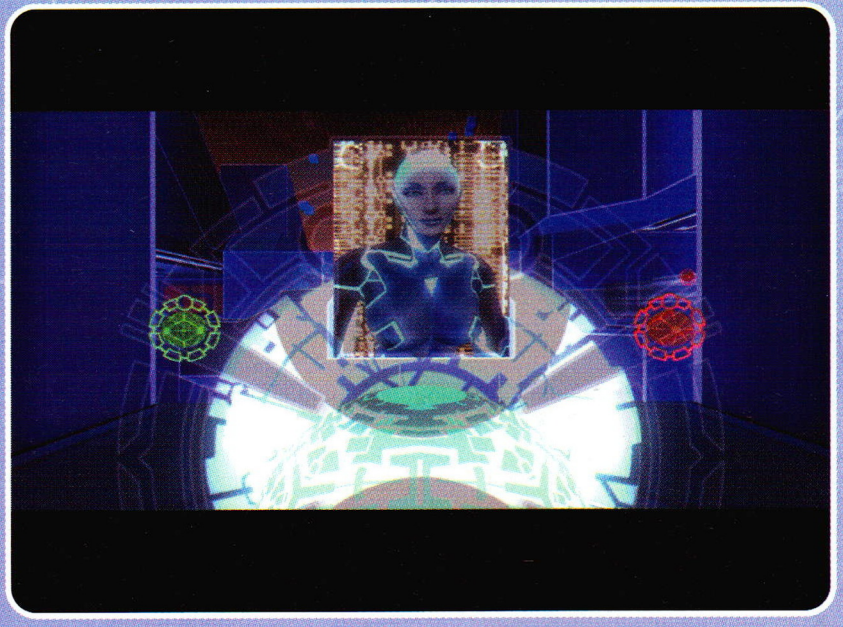




OBJECTIVE› FREE ALAN FROM THE STORAGE ROOM.

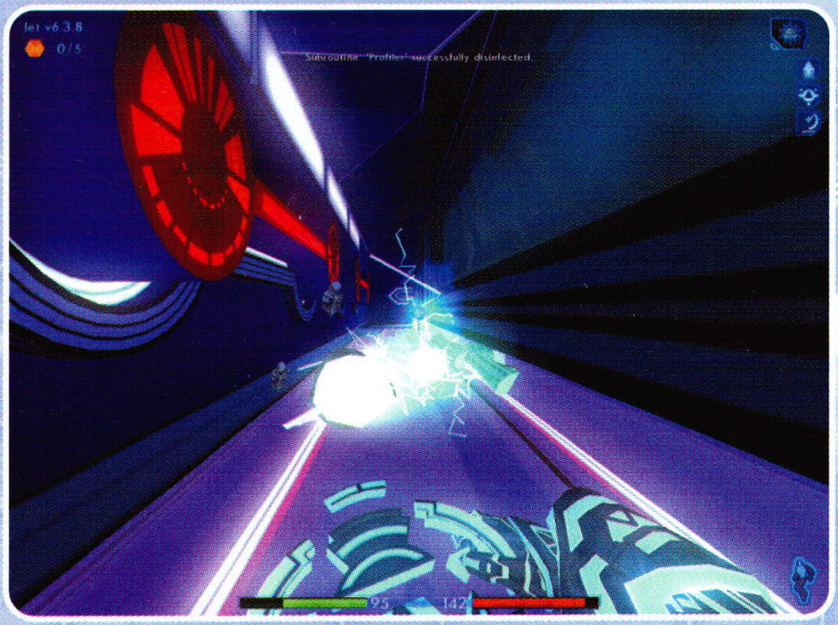
›››››TASK ACCESS AN I/O NODE TO RECEIVE ALAN'S MESSAGE. (4 BUILD POINTS)

Jet automatically connects to the I/O Grid to receive his father's message. Jet must somehow rescue his father if he's to escape the computer. Alan sent a backup copy of Mercury to help Jet in his task.



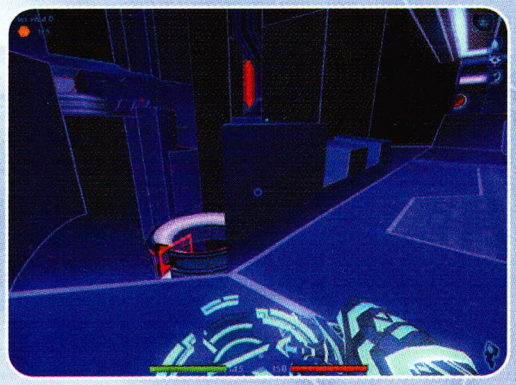
>>>>>TASK REMOVE THE SECURITY CLAMP FROM THE ARRAY MODULATOR. (10 BUILD POINTS)

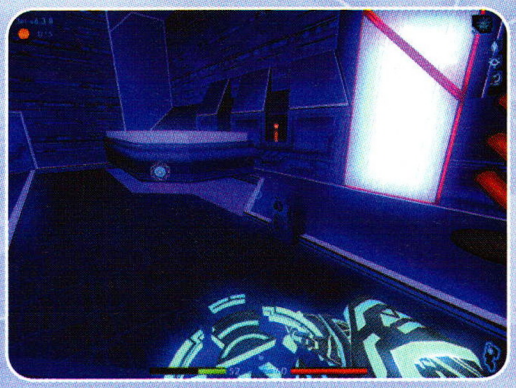
Use the Patch Routines and head up the ramp behind the I/O Node. Lean around the corner while facing the corridor on the right and derez the Resource Hog patrolling the area. Two additional Resource Hogs will appear at the far end, so be ready!



Continue down the corridor to the expansive ramp. Equip the LOL and use it to snipe the two Resource Hogs in the area to the left. Download Permission 1 from the Archive Bin near the inactive Exit Port, then return to Jet's entry point. Continue down the hallway in the opposite direction to search the side of the room opposite the Exit Port.

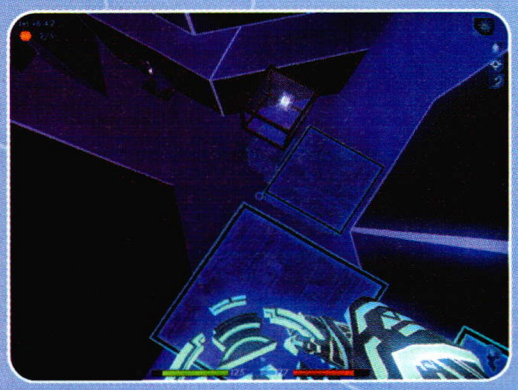
Derez the Resource Hogs and use the Patch Routines if necessary. This area contains a socket that is currently without a Binary Bit. Look around for any Build Notes and gather Permission 4 and the numerous Emails from the Archive Bins around the corner to the rear of the room. Continue past the Archive Bins and locate the Binary Bit on the ledge in the center of the room. Transfer 15 energy to the Binary Bit, then return to the socket and activate it to bring a Data Stream online.





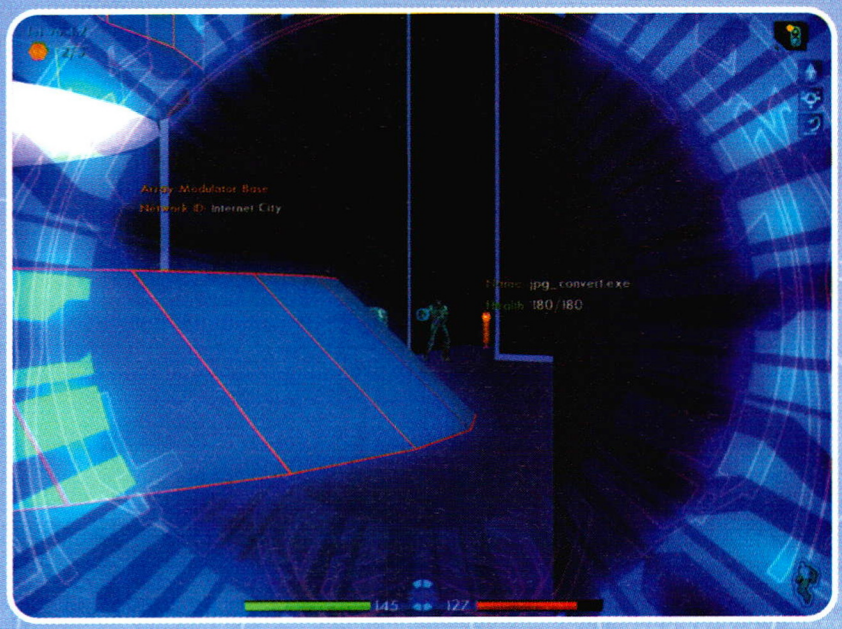
Jet arrives on the lower level of this three-level structure. On the right is another socket without its Binary Bit, so draw a weapon and head to the left. Derez the Resource Hogs and proceed to the back-left corner to find the inactive Binary Bit.

After transferring energy to the Binary Bit, proceed to the edge of the level and descend the stack of crates to the Archive Bin far below. Download Permission 5 and return to the Archive Bin nearest the Binary Bit's location. Download Permission 8 from the bin (and Permission 1, if needed). The Email in the bin behind this one proves that Alan's kidnappers are aware that he may have accessed the Internet through an old game console and modem. They could be aware of Jet's planned rescue!

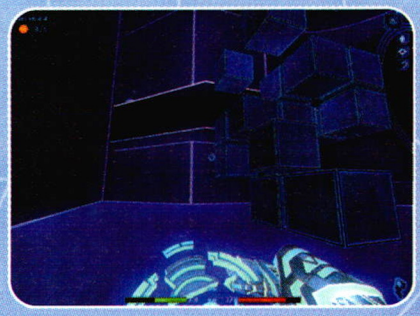


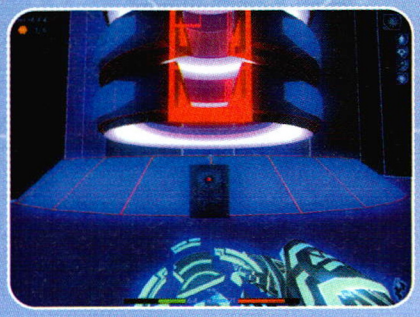
Use the Patch Routines as necessary and activate the socket. Equip the LOL and enter the Data Stream to proceed to the lowermost level.

On the lower level, remain still and use the LOL to snipe the two Resource Hogs in the distance on the right-hand side of the room. Quickly switch back to the Cluster (or another close-range weapon) and derez the Resource Hog approaching from the left.



After defeating the Resource Hogs (4 total), search the area for Build Notes and scale the stack of crates to find a C.O.W. Upgrade a subroutine that compliments your preferred battle style.

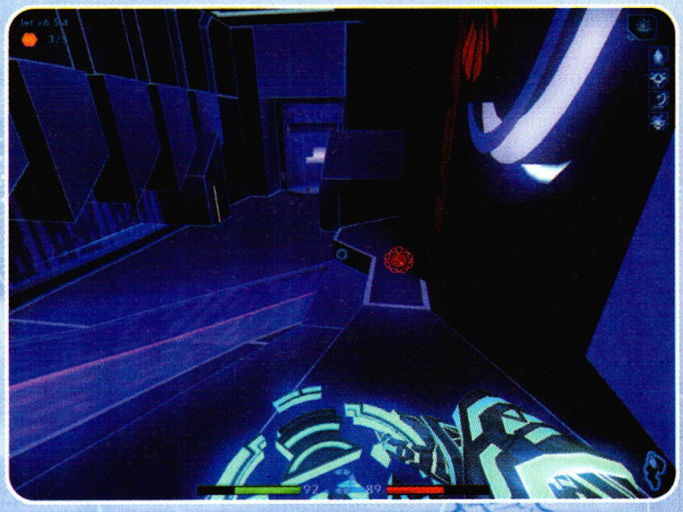




Gather the Permissions from the Archive Bin across the room, then approach the Remote Access Node's base and activate the bit to remove the security clamp.

>>>>>TASK RETURN TO MERCURY AT THE EXIT PORT. (5 BUILD POINTS)

Use the Data Streams to make a hasty return to the uppermost level. Have the Cluster or Sequencer ready to go, because an army of ICP Regulars and Launchers will be waiting for Jet's arrival. Fight through the area to the exit port and grab the Build Note from the ledge to the right of Mercury. She then raises a force field to protect Jet.



RAID THE BINS!

There are some Archive Bins on the upper level that were previously inaccessible. Although they contain subroutines that you've likely already collected, take advantage of the opportunity to download a Gold version of the Triangulate subroutine. Use the nearby Infinite Patch to gain the 125 units of energy necessary for the download.

>>>>>TASK ENTER THE EXIT PORTAL. (10 BUILD POINTS)

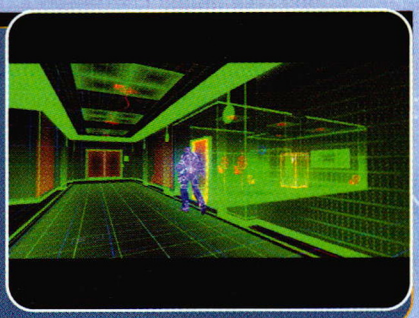
Talk to Mercury to make her activate the exit port. Step into the white light to exit the area.

SECURITY SERVER

SYSTEM VITALS

Build Notes: N/A
C.O.W: N/A
Hostile Programs: N/A

Thanks to Mercury's assistance, Jet successfully opened the lock to the storage closet door. Once free, Alan heads off in the wrong direction and ends up face-to-face with his kidnappers, who are all too eager to put the correction algorithms to the test.

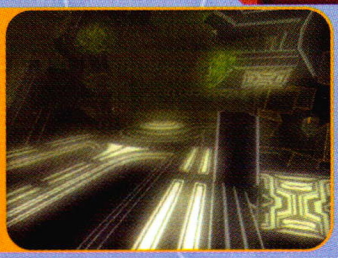


THORNE'S PERIMETER PARTITION

SYSTEM VITALS

Build Notes: 5
C.O.W: 0
Hostile Programs: z-Lots, Rector Scripts

OPERATING SYSTEM



Jet is now on Thorne's corrupted server, finally on equal terms with the ICPs. They no longer view him as an adversary, but rather an ally against the corruption.

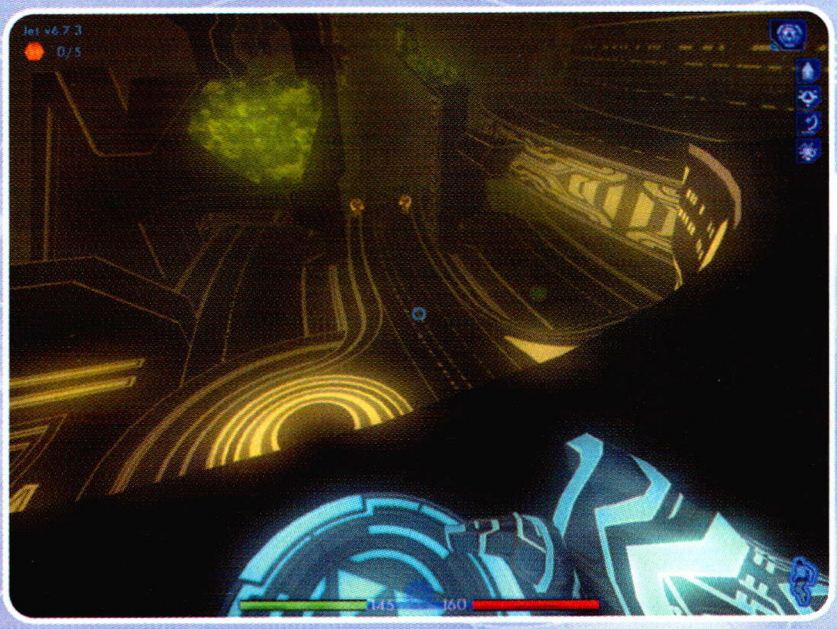
OBJECTIVE› RENDEZVOUS WITH ALAN.

Jet links up with the I/O Node and discovers that his father has also been digitized into the computer. Alan doesn't know exactly where he is, but they need to find one another if they're to ever make it back to the real world in one piece!

›››››TASK ACCESS AN I/O NODE AND RECEIVE JET'S FATHER'S MESSAGE. (2 BUILD POINTS)

>>>>>TASK GAIN ACCESS TO THE INTERNAL PARTITION BY DESTROYING THE CONTROLLER TOWER. (10 BUILD POINTS)

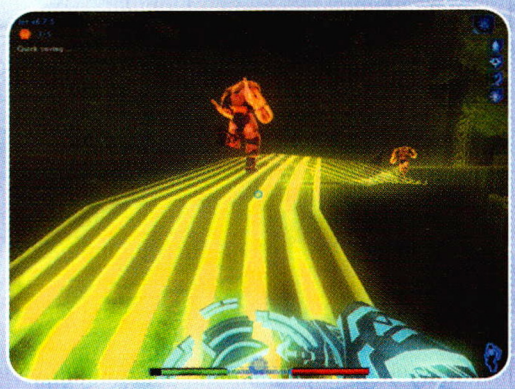
The exit port leads Jet to a dilapidated structure within the corrupted sectors of Thorne's server. Several ICPs have been dispatched to the area in an attempt to bring down the Controller Tower to break through the barrier protecting Thorne and, in the process, render his server useless. Hop down onto the stack of blocks and look around the area for any Build Notes.



Approach the ICP with the talk icon overhead, then proceed to the group of ICPs in the distance. Listen to the ICP Commander dictate his message for the Kernel and access the Archive Bin nearby to gain Permission 6.

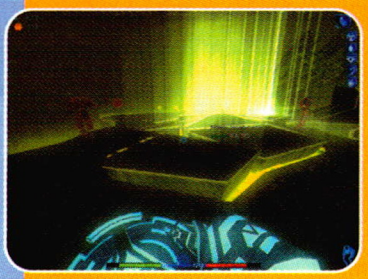
Configure Jet's system memory so that numerous defensive subroutines, especially the Viral Shield, have been installed. Additionally, make sure the Sequencer is installed and ready to be used.

Slowly walk along the light bridge but stop when you hear the alert. Several ICP programs will rush past Jet to deal with the heavy z-Lot attack that is underway up ahead. The ICPs provide cover fire for Jet to a certain degree, but if he's to make it across the battlefield without being derezzed, he must fight a tremendous battle.



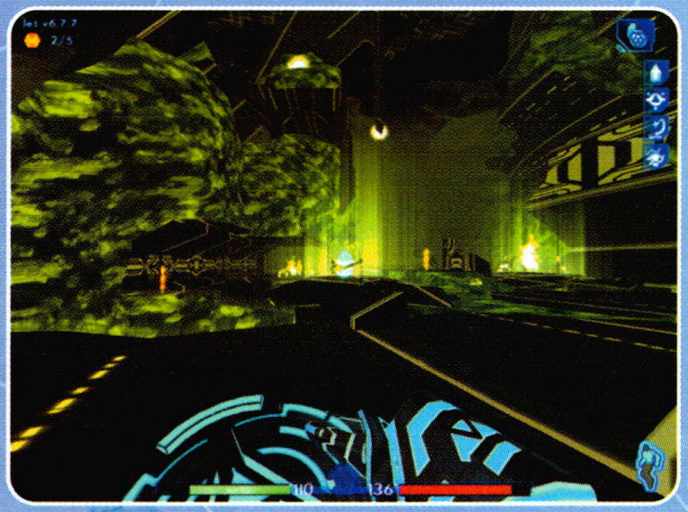
There are dozens of z-Lots waiting to defend the Controller Tower, so rushing into battle isn't the best option. Hang back under cover and allow the ICPs to derez several z-Lots before advancing. Move ahead slowly, but with purpose, and collect as many Core Dumps as possible. Resist the urge to move forward until there are at least four or more Core Dumps to collect.

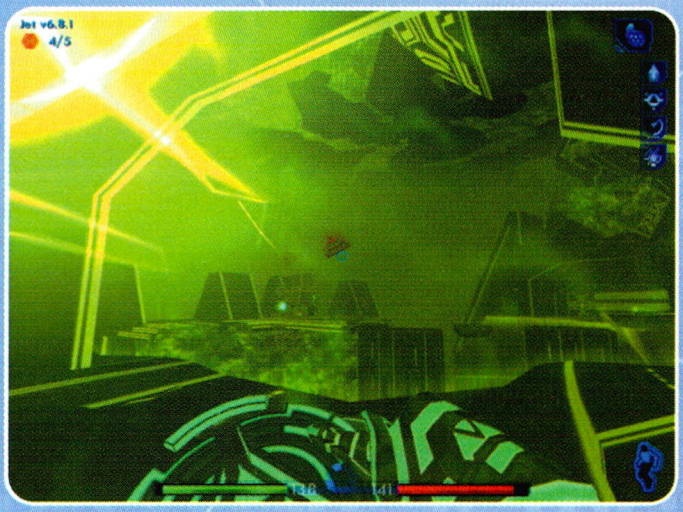
CORRUPTION MOUNDS



Periodically during the battle, the ground will rise and a large flash of light will occur. Stay clear of these infectious occurrences and prepare to immediately derez the z-Lot that spawns from the center of these phenomena. There are usually lots of z-Lots located just beyond the corruption mound, so avoid the temptation to rush forward past the blinding light.

Move from Build Note to Build Note, but stay clear of the Health Patch on the left until Jet derezzes the z-Lots beyond it. Clear the area of the z-Lots all the way to the downed ICPs up ahead on the right. There is a Rector Script off to the left beyond the floating stepping-stones. Strafe back and forth while inside the tunnel-like structure on the left side of the main path and use the Cluster to destroy the Rector Script.





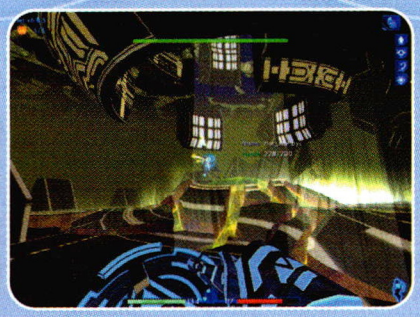
>>>>>TASK ACCESS AN I/O NODE AND RECEIVE JET'S FATHER'S MESSAGE.
(2 BUILD POINTS)

After securing the area, obtain Permission 8 from the Archive Bin floating above the chasm. If necessary, hop across the floating blocks to the second Health Patch beyond the location of the Rector Script. The Archive Bins in the area contain various subroutines, although you should likely have them all.

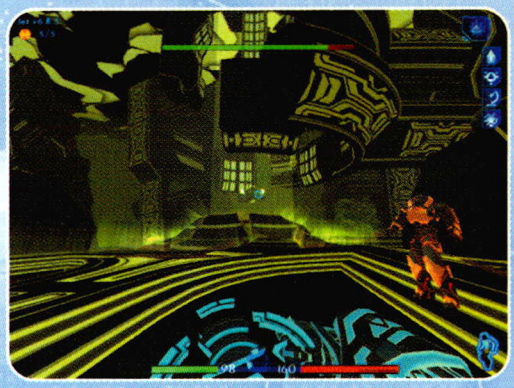
Jet receives a ping from his father in the middle of this battle. When finished scouring the battlefield, head off around the path leading to the right. Access the I/O Node next to the ICP in the distance to check the status of Jet's father. Alan believes he is also on Thorne's corrupted server and needs Jet to help him find Ma3a—corrupted or not, she's their only chance!

Proceed up the ramp on the left and derez the z-Lots that attack from the paths above the I/O Node. Search for the last remaining Build Note, then continue to the right. Descend to the lower level by jumping down from ledge to ledge.

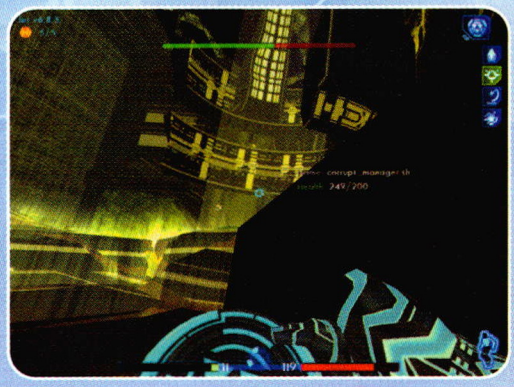
Jet should be near the Controller Tower, so all that's left to do is destroy a steady stream of Rector Scripts that repeatedly spawn in a last-ditch effort to defend the tower. The Rector Scripts are assisted by a small contingent of z-Lots on the upper walkway.



Turn and face the Rector Script while standing near the Health Patch and start attacking it while strafing left to right to dodge its attacks. An ICP assists Jet in this battle, providing enough firepower to destroy at least one or two Rector Scripts. After derezzing the ICP, run to the left of the Corruption Mound and take cover behind the wall in front of the Infinite Patch.



The wall provides cover from the Rector Scripts, but the z-Lots can still see Jet. To eliminate this threat, derez them in between attacks on the Rector Scripts. Lean out from behind the wall and throw the Disc at the Rector Scripts to deplete the energy bar at the top of the screen.



FORGET THE ENERGY

The proximity of the Infinite Patch certainly makes getting a quick refill tempting, but going for the energy recharge will blow Jet's cover. It's safer to use the standard Disc to slowly whittle down the Rector Scripts' health while remaining behind the cover of the wall. A Gold level Primitive Charge subroutine, combined with well-aimed headshots, will increase the attack power of the Disc to a respectable level.

FCON LAB/PREPARE THE DATAWRAITHS

SYSTEM VITALS

Build Notes: N/A
C.O.W.: N/A
Hostile Programs: N/A

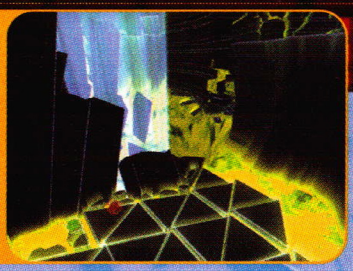
Mr. Crown and company are thrilled to see that Alan is doing so well inside the computer. In fact, they immediately begin to prepare the DataWraiths for digitization. If all goes according to plan, their army of digitized hackers will begin infiltrating government and military servers in no time.

THORNE'S INTERNAL PARTITION

SYSTEM VITALS

Build Notes: 5
C.O.W.: 1
Hostile Programs: z-Lots, Rector Scripts

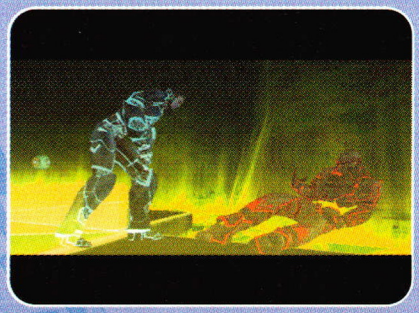
OPERATING SYSTEM



OBJECTIVE› RENDEZVOUS WITH ALAN AND PROTECT THORNE FROM THE KERNEL.

›››››TASK ACCESS AN I/O NODE AND RECEIVE JET'S FATHER'S MESSAGE. [2 BUILD POINTS]

Alan informs Jet that they must get to Thorne before the ICP army does. After unplugging from the I/O Node, Jet encounters a badly weakened ICP. He lost all of his comrades in the battle, but is happy to know that the Kernel has tracked Thorne's location and will be cleaning the corruption off the server as soon as possible.

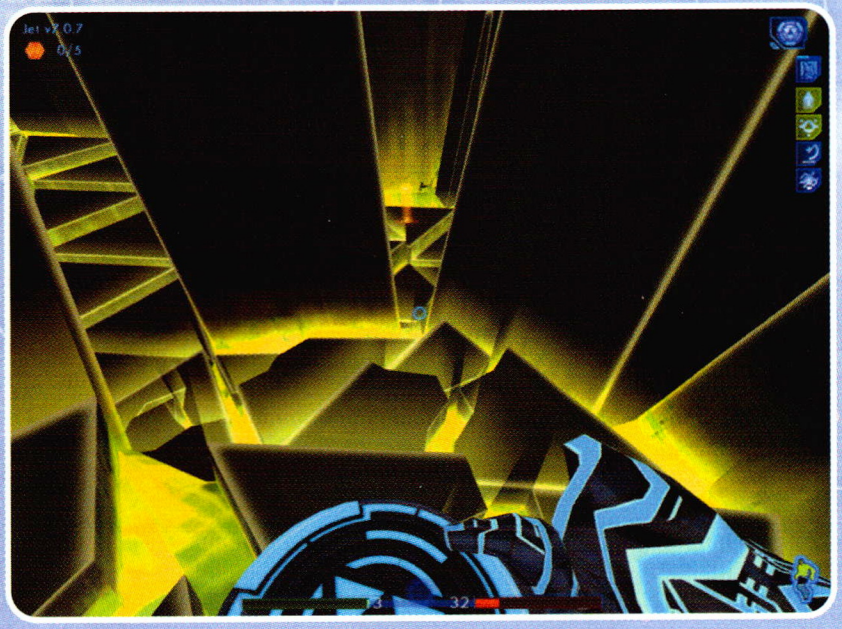


UPGRADE TO VERSION 7.0!

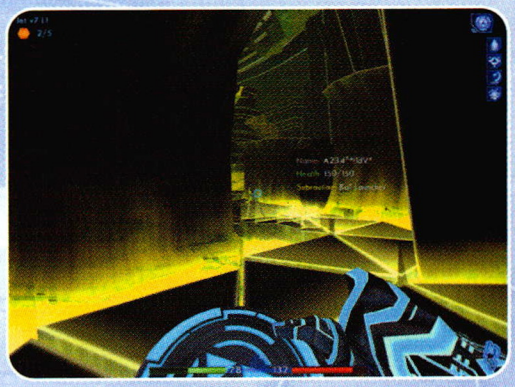
Use the hard-earned performance points to upgrade the power of Jet's Processor so that the Disinfect and Defrag procedurals will run more smoothly. Consider distributing minor performance boosts to Energy and Weapon Efficiency as well.

>>>>>TASK ENTER THE MASSIVE DATA STREAM LEADING TO THORNE'S CHAMBER CORE. (10 BUILD POINTS)

Descend the narrow slope beyond the ICP while searching for Build Points. Use the two Patch Routines up ahead and download the Permission from the Archive Bin in the alcove to the left. Take this opportunity to run any corrupted subroutines through the Disinfect procedural and configure the System Memory so that Jet has close to 50% overall body protection. This can be accomplished by installing the Beta versions of Peripheral Seal, Truncate, Submask, and Support Safeguard subroutines.



Have the Cluster ready and carefully follow the path around the corner to the right. Derez the z-Lot high above on the ledge directly ahead by banking the weapon off the wall above him, then focus on the z-Lots and Rector Script on the ground around the corner. Gather the Core Dumps and locate the Energy Patch on the right.

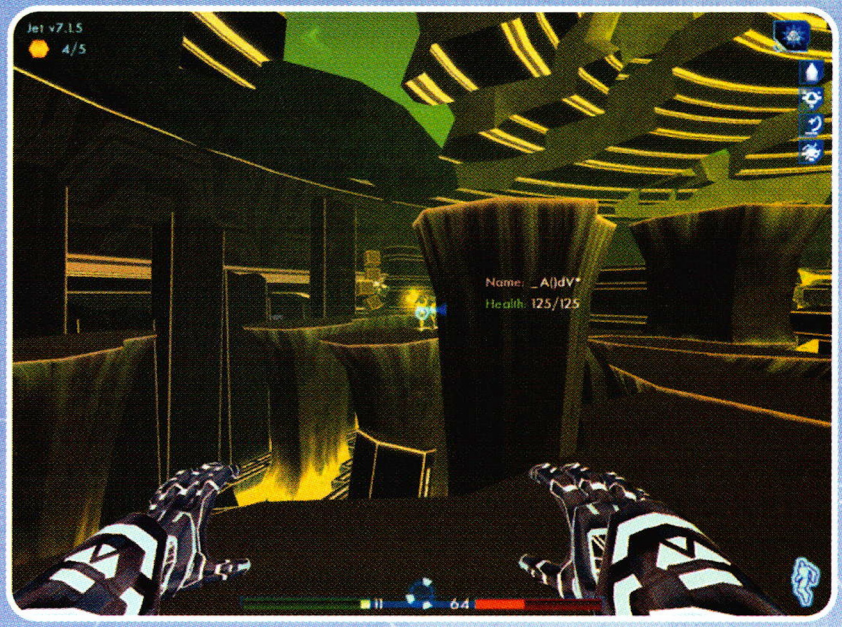


RECTOR SCRIPT OVERDRIVE

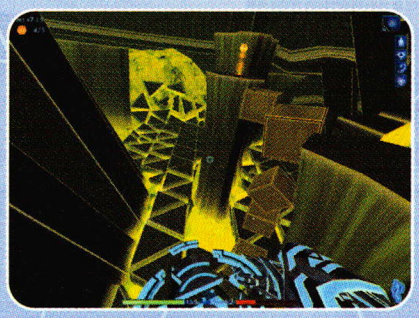
Now that Jet is nearing the source of the corruption, the Rector Scripts start to become much stronger than those in previous areas. Although the Gold level Viral Shield subroutine will help protect against infection, many subroutines will still fall victim to the Rector Scripts' powerful attacks. Monitor the System Memory closely and disinfect any impacted subroutine immediately; if not, the infection will spread to every subroutine.

Continue up the path past the fork in the path and jump onto the pedestal to download Permissions 4 and 6 from the Archive Bin. Numerous z-Lots and a Rector Script are lying in wait further up this path, so be ready. Advance slowly and derez the z-Lots at the top of the hill near the C.O.W., then turn and face the Rector Script that will likely emerge behind Jet.

Use the C.O.W. to upgrade the Truncate subroutine to Gold level and slowly jump across to the rock pedestals on the left. Advance to the Infinite Patch, but turn around before using it because several z-Lots will appear on the pillar that Jet just crossed over.



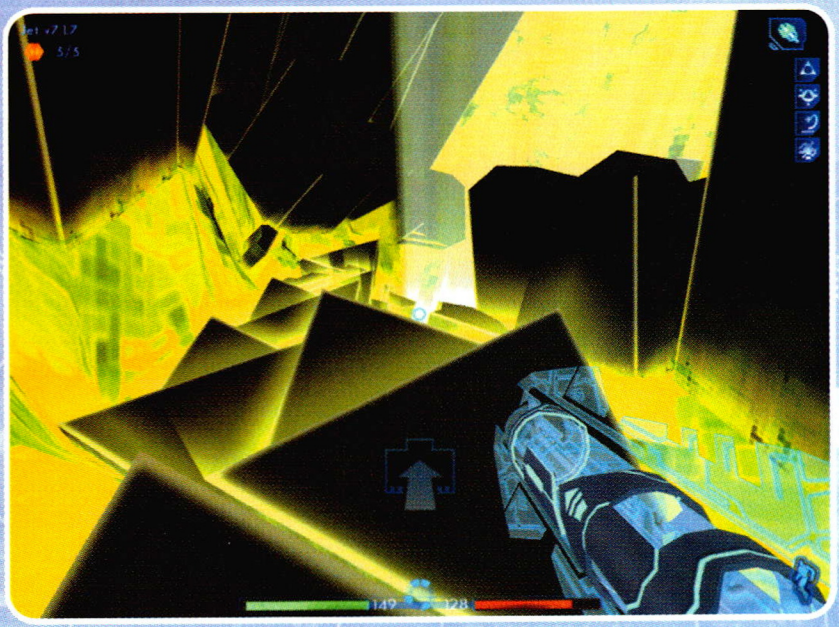
After disposing of the z-Lots, continue toward the Build Note on the distant rock formation. Use the Cluster to derez any z-Lots on the ground below but keep an eye open for a Rector Script.



SAVE, SAVE, SAVE!

There's no denying that this is a fairly difficult section to get through with all one's bytes in tact. Consider using the Quick Save function frequently here, such as each time a clean derezzing is made. This will definitely pay off in the long run. Just make sure you only Quick Save with at least a moderate amount of health remaining.

Hop down the ledges on the right (just beyond the Infinite Patch) and eliminate the enemies near the Archive Bin on the right. Collect any remaining Build Notes and refill Jet's health reserves from the Health Patch. Turn back toward the other direction and follow the path down to the massive Data Stream.

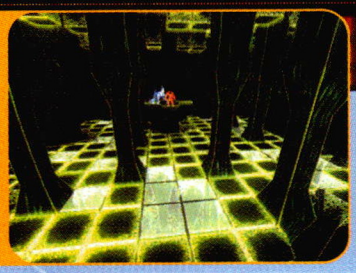


FILL'ER UP!

Defeat the final z-Lot near the enormous beam of light in the center of the area, then return to the Patch Routines to fill Jet's meters. Have a weapon (for example, the Cluster) ready to fire and enter the light.

THORNE'S CHAMBER CORE

OPERATING SYSTEM



SYSTEM VITALS

Build Notes: N/A
C.O.W.: N/A
Hostile Programs: Kernel

Jet reaches Thorne's chamber just as the Kernel attempts to deliver the finishing blow to him. Alan distracts the Kernel, but it's clear that Jet is the only one powerful enough to put an end to the Kernel's plan.

OBJECTIVE› RENDEZVOUS WITH ALAN AND PROTECT THORNE FROM THE KERNEL.

›››››TASK MEET UP WITH THORNE AND THE KERNEL. (5 BUILD POINTS)

>>>>>TASK DEFEAT THE KERNEL. [12 BUILD POINTS]

It has come to this: a one-on-one showdown between Jet and the Kernel. The battle begins with the Kernel on a ledge above the dilapidated chamber and, although there are a few rock spires to hide behind, these structures crumble easily when struck with a Disc. There's a Health Patch to the left of the Kernel's ledge, near a large chasm. There's even an Infinite Patch off to the right.

As soon as the battle begins, hold the Cluster up as a shield to deflect a pair of incoming discs from the Kernel. Although the Kernel is fully clad in armor, Jet can whittle away at his health with well-aimed throws of the Cluster disc. Strafe left and right to take cover behind the pillars, but rely more on the blocking capabilities of the disc rather than the terrain. Continue to hit the Kernel until nearly half of his health has been depleted.

Once injured, the Kernel leaps down from his perch and deactivates his armor. Now it's time to battle in a discs-only fight to the death. There is no need to worry about energy levels at this stage, as the Disc Primitive is the only option for the remainder of the fight. Similarly, the Kernel *cannot* fire two or more discs at a time, as he deactivated his Sequencer as well.

The remainder of the battle is a standard disc battle, albeit against a very skilled opponent. Make use of the disc block technique to either hit him with his own weapon, or send his disc ricocheting throughout the chamber. Attack quickly and return to a more defensive posture. Watch the Kernel closely and run to the Health Patch if he strays too far to the right. Crouch down while refilling lost health to avoid taking damage.

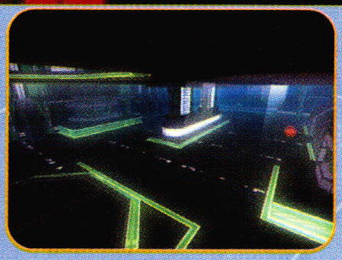
After the battle, Alan and Jet attempt to gather all of the information they can from Thorne before the corruption finally does him in. Thorne informs the father and son duo that Ma3a has been taken to fCon's dedicated server and they will have to get past a massive firewall to reach her.

FUNCTION CONTROL DECK

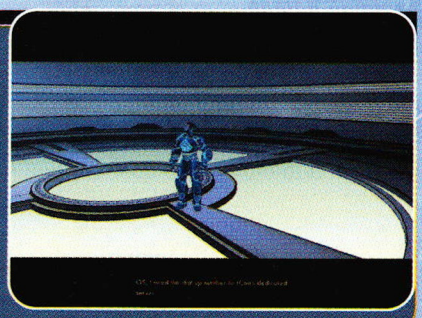
SYSTEM VITALS

Build Notes: 4
C.O.W.: 0
Hostile Programs: Finder

OPERATING SYSTEM



In typical User fashion, Thorne couldn't remember the dial-up number that bypasses the firewall on the fCon server. Because of this, Jet must attempt to retrieve it from Thorne's PDA. Unfortunately, Jet needs the password to access Thorne's files and the OS doesn't appear to be willing to budge on the issue. Even worse, the PDA cannot multitask; it cannot support Jet and his father simultaneously.



OBJECTIVE› ACCESS FCON'S NETWORK.

›››››TASK DETERMINE A WAY TO CONVINCE THE OPERATING SYSTEM TO ACTIVATE THE FCON DIAL-UP NUMBER. (5 BUILD POINTS)

Use the Disc or the Blaster to destroy the Finder that approaches from the left and approach the control panel straight ahead. Activate the PDA Function Port at this panel to begin draining the power. Turning on this feature starts the consumption of precious power from the system. Turn on enough of these various functions, and Jet can effectively hold the OS hostage, forcing it to give him the dial-up number he requires.

LIMITED RESOURCES

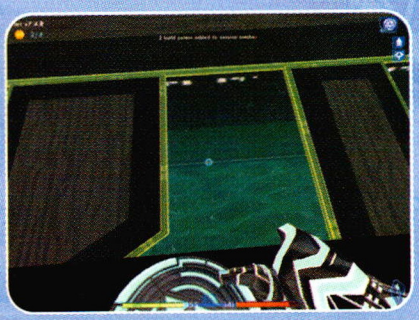
Thorne's PDA has the least amount of available memory of all the systems that Jet has visited. Make use of the 6 measly data blocks by installing a single weapon, a lone piece of armor, and the Primitive Charge and Y-amp subroutines.

>>>>>TASK TURN ON ENOUGH SYSTEM FUNCTIONS TO DRAIN POWER TO CRITICAL LEVELS. (10 BUILD POINTS)

There are four Function Ports that must be activated to drain the power from the PDA. The OS will attempt to shut down these functions to conserve energy, plus it will dispatch "energy conservation Finders" that will make an effort to derez Jet on sight.

The PDA consists of two Control Decks, both of which have two floors. Jet starts on the upper level, forced to determine a way to move through the system to trigger each Function Port before the OS turns any of them off. The upper level of the Control Decks contains a Function Port and the two rooms are connected by a light bridge that can be activated from the hallway beyond the starting point. The lower level also contains two Function Ports, but they're separated by a lengthy chasm over which a pair of floor panels slides back and forth.

The best way to tackle this puzzle is to first get a feel for the environment. Perform a quick lap through the Control Decks to see how they're connected, picking up any Build Notes in the process. From the starting point, cross to the rear of the room and enter the hallway on either side (it's connected). Activate the light bridge that branches off this corridor and drop down onto the moving platforms below. Head to the left and exit the room through the door on the right. Download the Permissions from the Archive Bin and use the lift in this next room to return to the upper Control Deck. Exit through the hallway and activate the other side of the light bridge to make a connection. Return to the starting point.



WHY THE PERMISSIONS?

Download Permissions 1, 2, and 6 from the Archive Bins during your reconnaissance trip through the PDA. This enables Jet to download a Gold level Base Damping subroutine from the Archive Bin on the upper floor.

Now it's time to activate all of the Function Ports for real. Have the Disc ready for the Finders that will attack and be prepared to run fast!

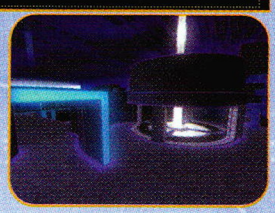
- Activate the Function Port near the starting point. This is the same Function Port that Jet activated earlier.
- Dash out of the room, through the hallway, and across the light bridge to the upper floor of the second Control Deck. Activate the Function Port at the rear of the room.
- Take the platform lift down to the lower level and immediately sprint out of the room and into the hallway on the left. Activate the Function Port on the near side of the chasm.
- Ride the sliding platforms across to the far side of this lengthy room and activate the final Function Port.

SECURITY SOCKET

SYSTEM VITALS

Build Notes: 5
C.O.W.: 1
Hostile Programs: ICP Regular, ICP Launcher, ICP Shield, DataWraith, Finder

OPERATING SYSTEM



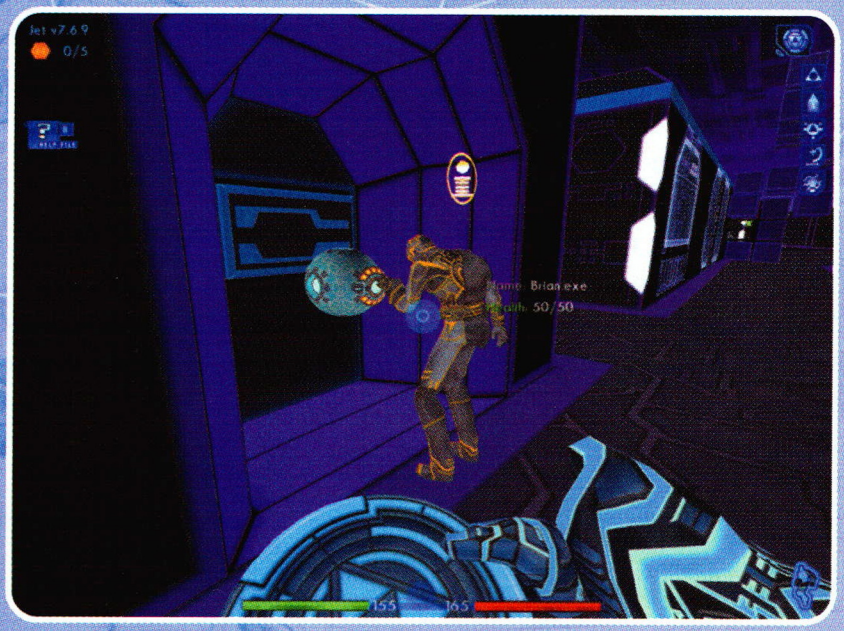
Jet automatically links up with his father via the I/O Grid and learns that Alan is on the outside of the firewall. He can't get past it. Fortunately, Jet is quite the amateur hacker and should be able to break through it.

OBJECTIVE› BRING ALAN ONTO THE FCON SERVER.

›››››TASK ACCESS AN I/O NODE TO RECEIVE JET'S FATHER'S MESSAGE. (2 BUILD POINTS)

›››››TASK GAIN ACCESS TO THE EXIT PORT LEADING TO THE FCON SERVER FIREWALL BY DISABLING THE MODULATOR SOCKETS.

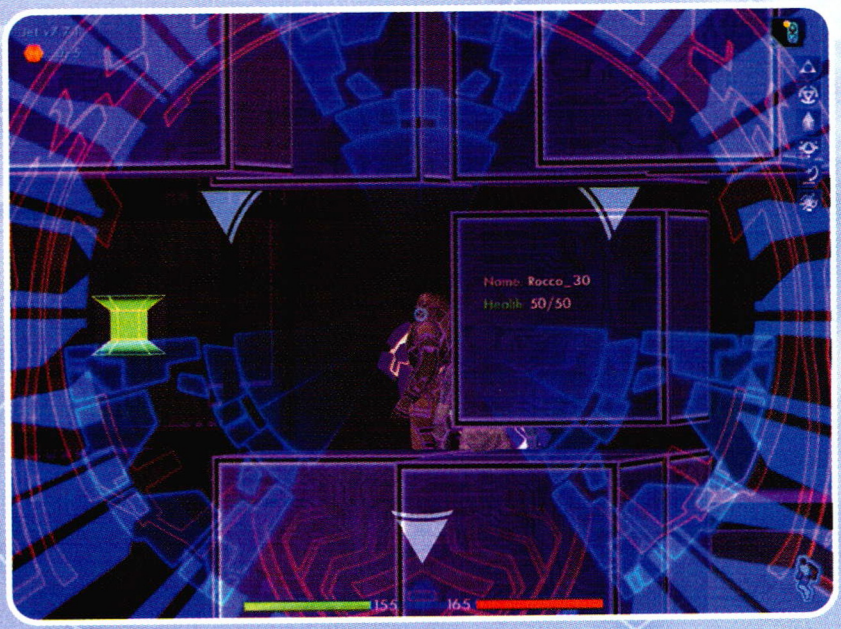
Talk to the program that jacks into the I/O Node. He says that he can reset the data streams necessary to access the modulator sockets if the missing bit can be found. Talk to the other program wandering around to learn that taking out the Power Tabs destroys the modulator sockets. Jet earns 2 Build Points for discovering this information.



>>>>>TASK RESET THE LOCAL DATA STREAM FUNCTIONALITY. [5 BUILD POINTS]

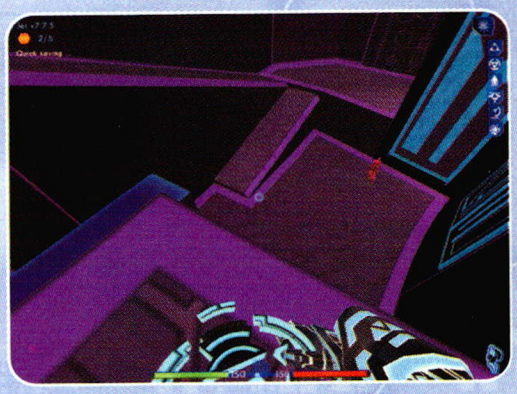
>>>>>TASK DESTROY THE POWER TABS TO DISABLE THE MODULATOR SOCKETS. [5 BUILD POINTS PER SOCKET]

An ICP Regular is standing beyond the blocks up ahead, directly next to a Security Rezzing Station. Use the LOL to snipe him before he signals for backup. Anything less than a clean headshot will *not* derez him, so prepare for combat by installing the Cluster and Power Block subroutines before taking a shot. Destroy the ICPs that rez into the area if the alarm is sounded, then inspect the circular pathway for Build Notes and Emails. Don't forget to download Permission 5 from the Core Dump of the first ICP.

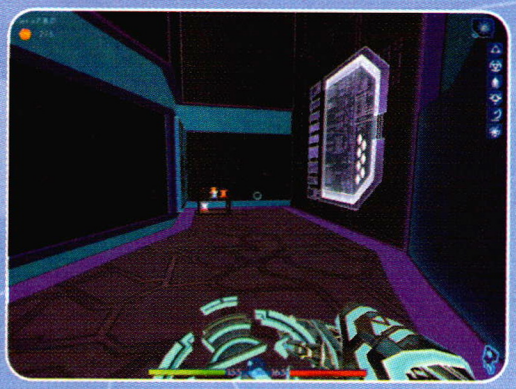


Crouch down next to the ledge to the right of the Security Rezzing Station and wait for the C.O.W. to climb the wall high enough so that Jet can make use of it. Take this opportunity to upgrade the Power Block subroutine or a defensive subroutine, depending on Jet's current configuration.

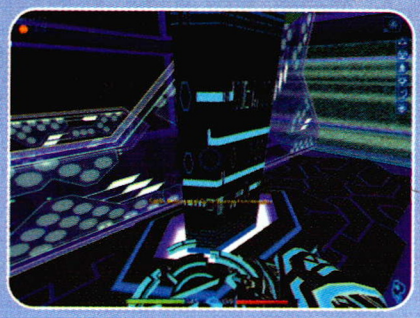
The light bridge is inaccessible at this point, so descend the nearby ramps. Talk to the female program to learn about DataWraiths. Draw the LOL again and use it to snipe the ICP around the corner near the force field. A second ICP comes to check on him, so derez him before he can activate the Security Rezzing Station.



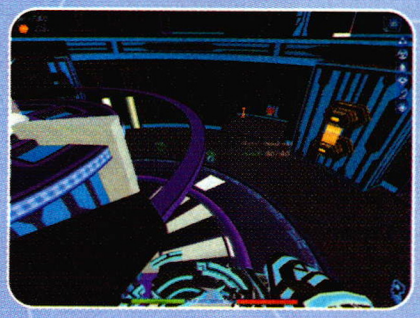
The Binary Bit needed to access the data stream is on the floor in the corner beyond the Infinite Patch. Access the Archive Bin up ahead and download the Permission and **Energy Claw** subroutine. Transfer energy to the Binary Bit and follow it back to the large force field. Deactivate the force field to enter the data stream control room.

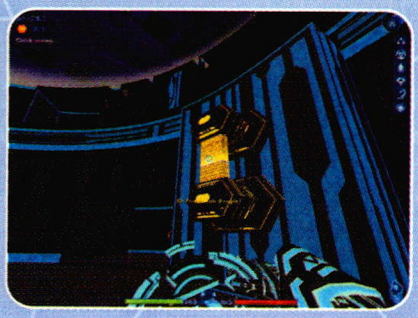


Activate the column inside this room to reset the data stream functionality. Upon doing so, the two force fields in this room lower and two DataWraiths appear. Crouch down and throw the Cluster at them as soon as they fully materialize. DataWraiths can rez in and out of the visible spectrum, thereby making it difficult to defeat them.

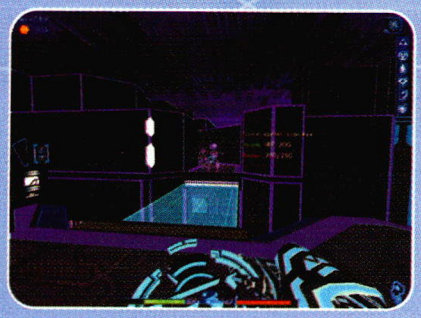


Access the Archive Bin and the Health Patch, then fight past the DataWraiths on the ramps to return to the upper level. Enter the Data Stream to journey to the first modulator socket. Derez the four Resource Hogs while on top of the room, then use the second Data Stream to drop into the room below. Destroy the four Power Tabs with the Disc and search the room for Patch Routines and a Build Note before exiting back through the Data Streams.



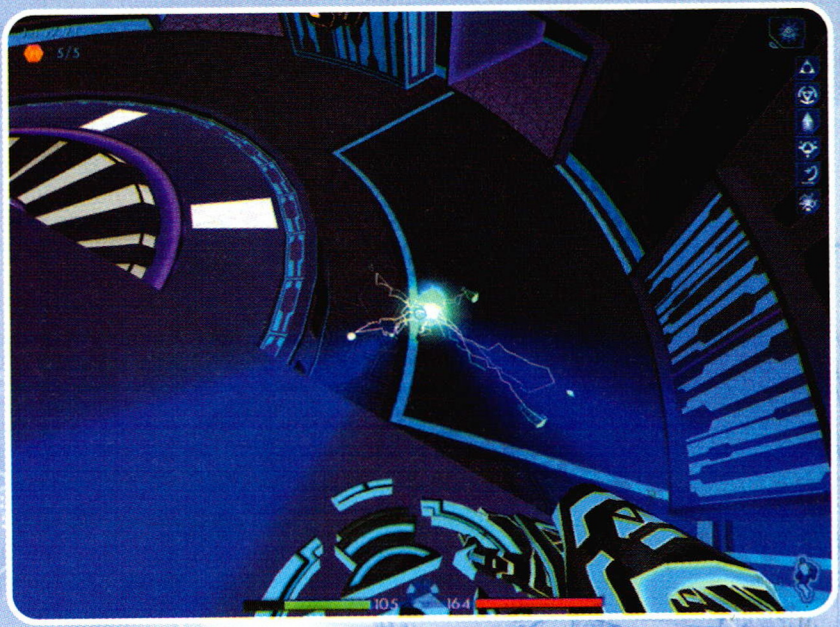


An army of ICPs greets Jet as he exits the second Data Stream. Use the Power Block to chop down their numbers and finish off the ICPs. Cross the light bridge and derez the ICPs in the room beyond the Infinite Patch. Equip the LOL near the exit port (it's under a heavy force field right now) and use it to snipe the ICP and Finders in the next room.

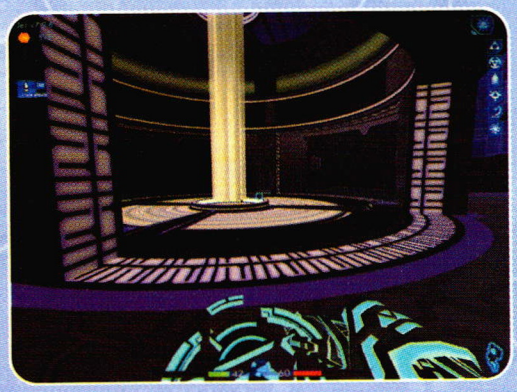


Switch back to a preferred weapon and finish off the ICPs on the lower portion of this room before they call for backup. Search every corner of this area for the remaining Build Notes, then locate the Data Stream leading to the second modulator socket.

Derez the Resource Hogs and smash the Power Tabs the in the same fashion as was done in the previous room. Additional Resource Hogs appear in this room, so be careful!



>>>>>TASK ENTER THE EXIT PORT LEADING TO THE FIREWALL.
(10 BUILD POINTS)



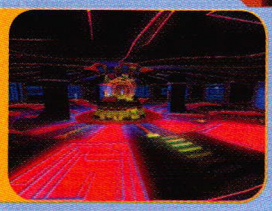
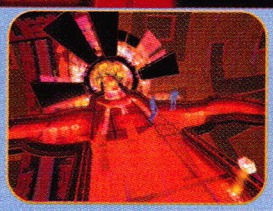
Return to the main level via the Data Streams and fight through the squad of ICPs to reach the exit port. Use the Disc defensively, then run and leap past the ICPs to reach the exit port as quickly as possible.

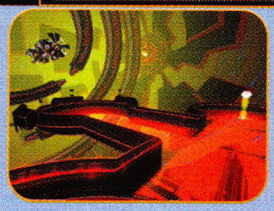
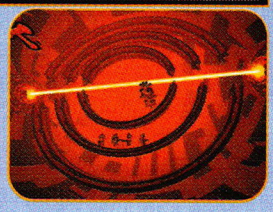
FIREWALL

SYSTEM VITALS

Build Notes: 5
C.O.W.: 0
Hostile Programs: ICP Regulars, Finder, ICP Shield

OPERATING SYSTEM

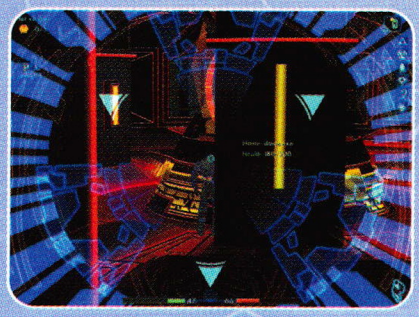
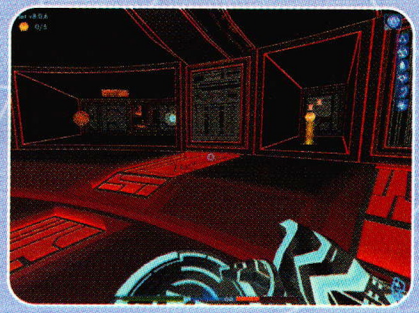
OBJECTIVE› BRING ALAN ONTO THE FCON SERVER.

›››››TASK ALIGN THE FIREWALL ACCESS RINGS. (5 BUILD POINTS)

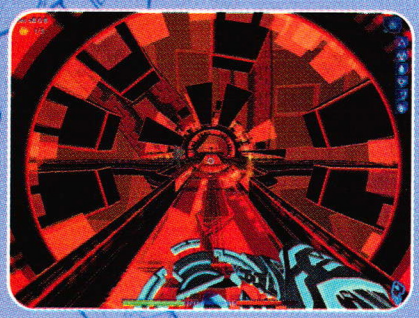
ENHANCED STABILITY WITH VERSION 8.0!

Jet will encounter numerous DataWraiths and ICPs instead of corrupt programs on the fCon secure server. Therefore, there isn't a need for any further improvements to the Processor. Use this upgrade to get closer to surging Jet's Health and Energy attributes.

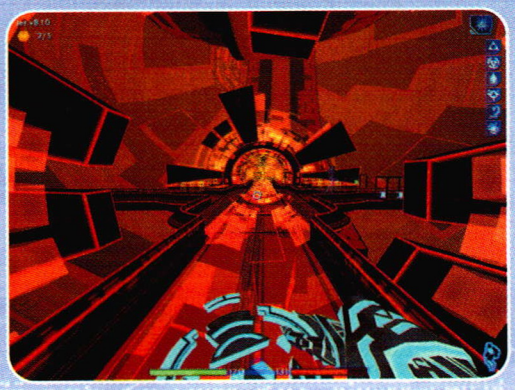
There are two ICPs and a Finder in the Firewall Hub directly ahead. Quietly switch to the LOL and snipe the two ICPs, starting with the one to the left. Stay in the alcove until the Finder floats by and destroy it. Use the Patch Routines and search the area for a Build Note before using the Data Stream to access the first Alignment Platform.

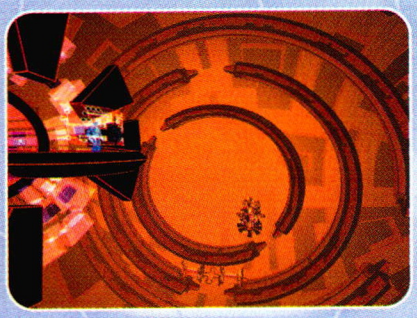
The platform is located in the center of a lengthy tube. It contains a pair of force fields that sweep across the tube as an added security feature. The center platform is a safe zone. Sprint forward to the platform and wait for the force field in the distant section of the tube to dissipate. Dash through this tube and activate the Bit in the distance to alter the alignment of the first ring. Return to the hub via the Data Stream.



Locate the second Data Stream and use it to reach the next Alignment Platform. Derez the ICP patrolling the central control area and download the two Permissions from the Archive Bin. Activate the bit at the far end of the tube and return to the hub.

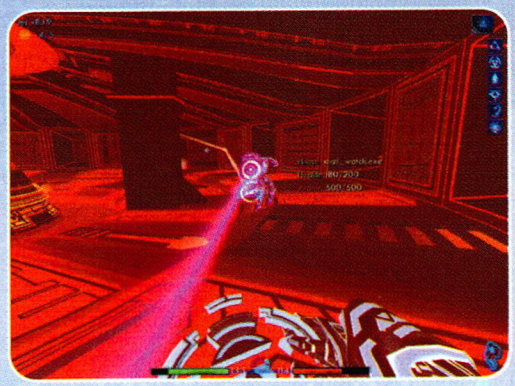


Take the next Data Stream to the third and final Alignment Platform. The tube leading to the center platform has two converging force fields and can prove to be quite deadly to an impatient program trying to sneak through. Locate the yellow bull's-eye in the center of the tube and stand on it until the force fields dissipate. Jump to the Archive Bin to the left and download Permission 5 before advancing to the third bit.



>>>>>TASK CONFIGURE THE FIREWALL ACCESS RINGS. (15 BUILD POINTS)

With the rings aligned, return to the Firewall Hub and travel to the Configuration Platform. Jet encounters two ICP Regulars and an ICP Shield in the Firewall Hub. Derez the ICP headed for the Security Rezzing Station, then dispose of the others. The Data Stream leading to the Configuration Platform is close to the Infinite Patch.



After aligning the three rings into concentric circles, configure them so that their openings are in line with the data waiting to stream past the firewall. There are three switches on the Configuration Platform that can be flipped over and over to rotate the rings. Each switch controls the rotation of a different pair of rings.

The puzzle changes each time Jet appears at the Configuration Platform, so the solution varies. You should flip each switch once, however, to see which pairs are lined up. Then attempt to rotate the outermost and innermost rings together until the outermost ring is in the correct position and the innermost ring's openings are in line with the middle ring (both openings must be at the 3 and 9 o'clock positions). Then Jet can rotate the inner and middle rings together until they are positioned properly.

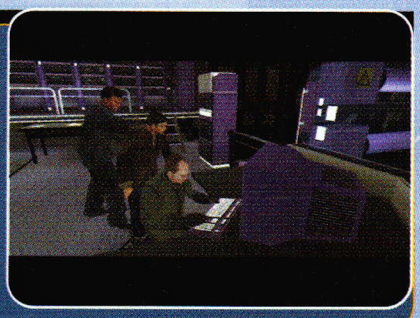
With the rings properly aligned, the stream of data containing Alan can bypass the Firewall and enter the fCon server undetected. Alan and Jet meet near the hub and discuss fCon's plans for the DataWraiths—fCon must be stopped!

FCON LAB/LOST ALAN

SYSTEM VITALS

Build Notes: N/A
C.O.W.: N/A
Hostile Programs: N/A

Mr. Crown's decision to digitize Alan no longer looks like a very good idea—the tracking systems have lost Alan! The kidnapped scientist knows exactly what fCon is up to and he's lost on their system!

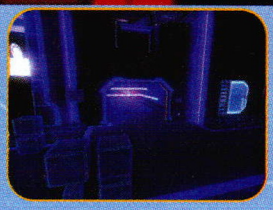


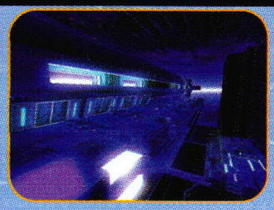
PRIMARY DOCKING PORT

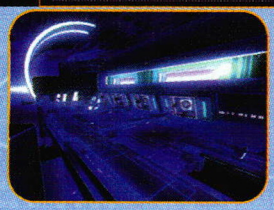
SYSTEM VITALS

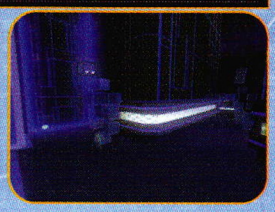
Build Notes: 5
C.O.W.: 1
Hostile Programs: ICP Regulars, ICP Launchers, ICP Shields, DataWraiths

OPERATING SYSTEM





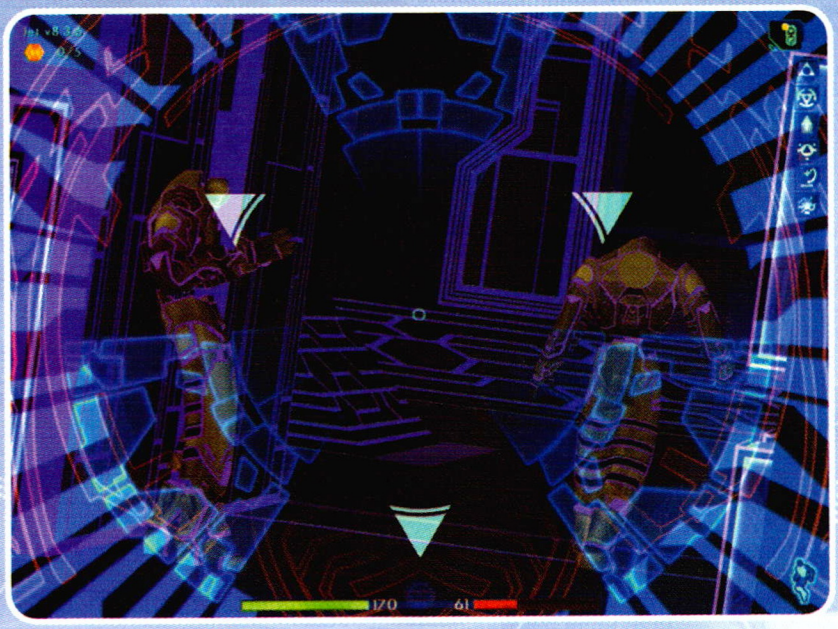




OBJECTIVE› DISCOVER A WAY TO STOP FCON.

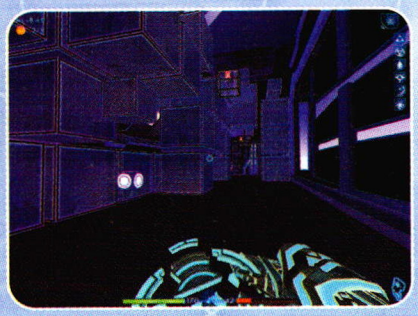
›››››TASK CLEAR THE AREA OF ENEMIES BEFORE ESCORTING ALAN. (2 BUILD POINTS)

Lean out from behind the wall and use the Triangulate subroutine to get a good bearing on the ICPs up ahead. Derez the pair before they can use the Security Rezzing Station on the right. Rush forward and collect Permission 5 from either Core Dump, then download Permissions 2 and 3 from the Archive Bin.



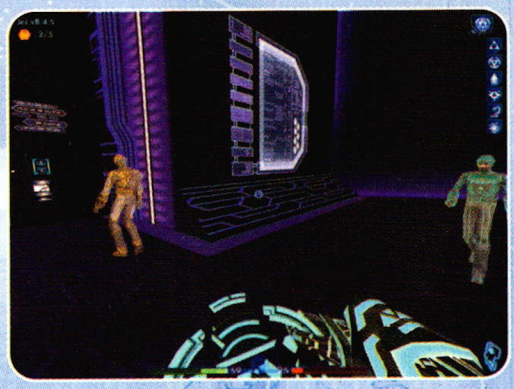
Numerous ICP Regulars and ICP Launchers attack from both sides up ahead. Stay in the initial hallway until the first two ICPs have been derezzed, then run toward the left and deactivate the Security Rezzing Station.

Use the available cover and fend off the ICPs until the coast is clear for Alan to proceed. The upper Archive Bin contains a Gold level Power Block Subroutine, plus there's a C.O.W. beyond the Infinite Patch. Use the C.O.W. to upgrade a weapon or defensive subroutine of your choosing.



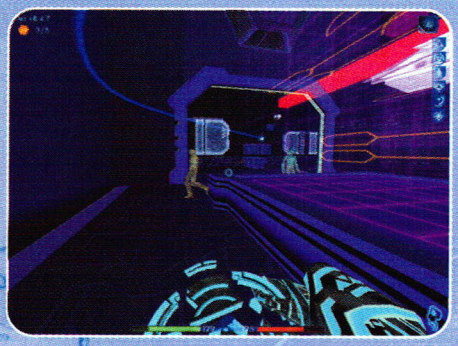
>>>>>TASK LOCATE THE MOBILE SERVER. [3 BUILD POINTS]

Continue in the other direction, past the force field door and around the bend to the smaller room up ahead. After Alan talks to the program located here, the program opens the door to the Mobile Server Schematic Room. Look for a Build Note in the room where the program was located, then peer out the window on the left to see an amazing view. Follow Alan and the program back to the force field.

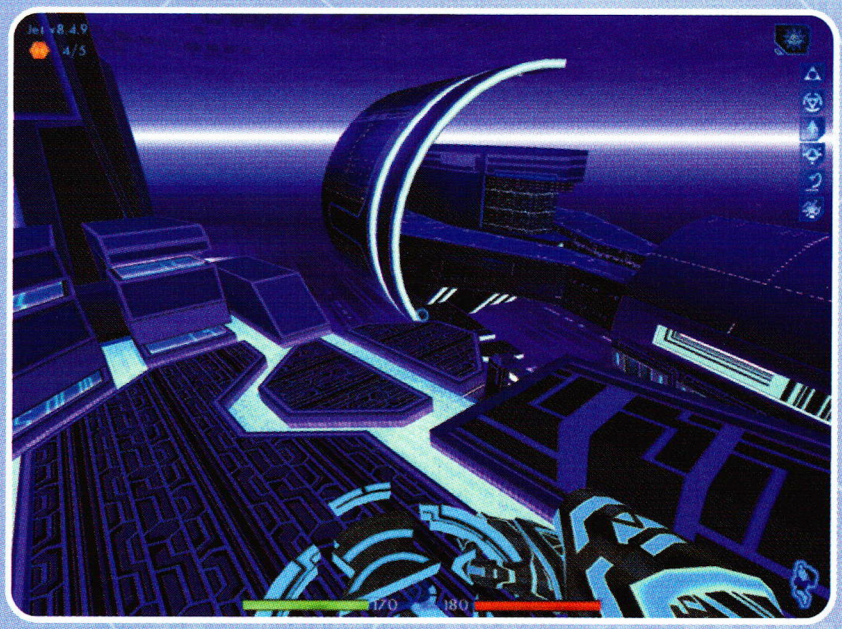


>>>>>TASK MAKE YOUR WAY TO THE SERVER DOCKING TETHERS. [2 BUILD POINTS]

Use the Patch Routines to regain any spent resources and energize the Binary Bit below the map. Follow the bit back to the room where the program was located and derez the DataWraiths that appear. Approach the edge of the room again and snipe the ICPs walking along the docking platform far below. Activate the Binary Bit in the door and continue toward the Data Hauler Platform.

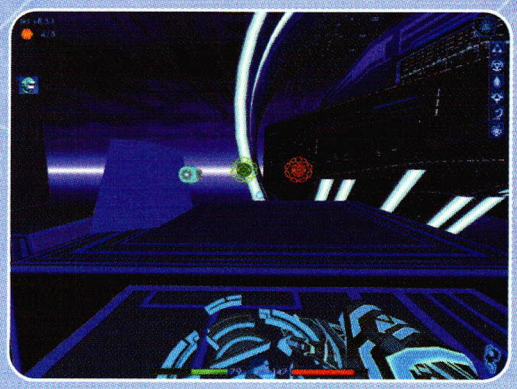


Fill up on the Patch Routines near the Data Hauler and board the sled. Once activated, the sled's autopilot program takes over and transports Jet to the docking platform tethers. Jet cannot move or crouch down while on the sled, so be prepared to block incoming discs from the ICP that will appear on the platform below.



>>>>>TASK ACCESS AN I/O NODE AND RECEIVE JET'S FATHER'S MESSAGE. (2 BUILD POINTS)

Alan pings Jet shortly after arriving on the docking platform. Turn to the left from the tethers and run up the slope toward the Patch Routines and the I/O Node. Alan reveals his plan for destroying fCon's plans and the Bradley family's safe return to the real world.



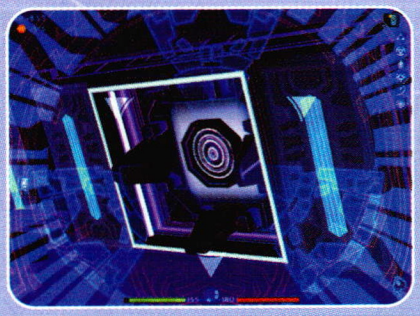
OBJECTIVE› STOP FCON BY CRASHING THEIR MOBILE SERVER.

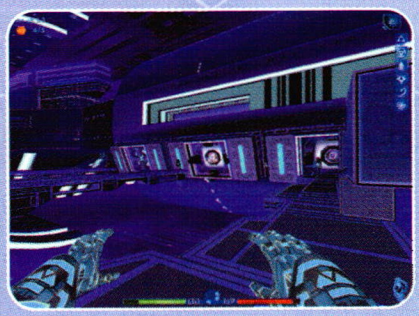
›››››TASK DESTROY THE CLAMPS SECURING THE MOBILE SERVER'S FOUR PRIMARY STABILIZING BITS. (3 BUILD POINTS)

The Mobile Server is much like a ship. Without its stabilizing bits, it can easily capsize and spill its information. Jet must remove the clamps holding these bits in place by disconnecting the docking tethers at the end of each slip on the platform.

Flip the switch on the end of each of the two slips near the I/O Node, then ride the sled over to the other half of the docking platform. Rush to the edge of the two slips on this half of the platform and flip the switches here as well. A pair of DataWraiths attack while flipping the fourth switch, so be ready for them.

Derez the DataWraiths and take aim at the stability bits inside the clamps. Destroy all four of them from the second platform, then hop back onto the sled and ride it back to the Primary Docking Port.





ADDITIONAL DATAWRAITHS

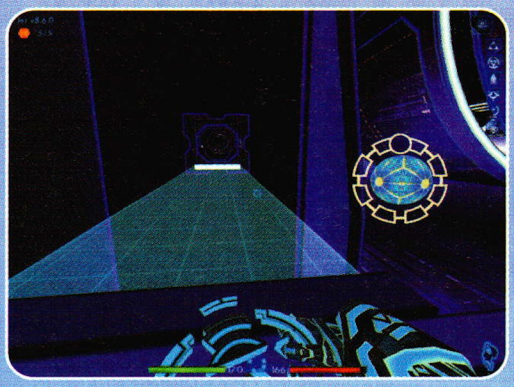
Once the destruction of the four clamps begins, additional DataWraiths will attack from afar. Because the DataWraiths are difficult to target at close range, they are nearly impossible to spot from great distances. Ignore the incoming attacks and proceed with the task at hand. More damage is likely to occur by stopping to search the upper balconies for the DataWraiths than by simply ignoring them.

›››››TASK ACCESS THE CARGO BAY SECTOR. (10 BUILD POINTS)

›››››TASK ACCESS AN I/O NODE AND RECEIVE JET'S FATHER'S MESSAGE. (2 BUILD POINTS)

Disembark the sled and walk up the ramp. An ICP is talking to a program up ahead, so don't derez the program by accident! Instead, wait for him to run away before attacking. Additional ICPs and DataWraiths will attack from the rear, too. Derez them as well and proceed around the bend toward the I/O Node in the distance.

Jet doesn't have the complete Permission set that the I/O Node requires, but the ICP Launcher down the hall to the right has the missing piece. Derez the ICP Launcher and download Permission 7 from his Core Dump. Return to the I/O Node to link up with Alan again. Return to the location where the ICP Launcher was standing and activate the energy bridge. Cross the bridge to the Cargo Bay Sector.

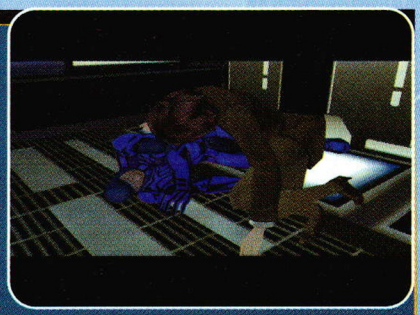


FCON LAB/FAILSAFE KICKING IN

SYSTEM VITALS

Build Notes: N/A
C.O.W.: N/A
Hostile Programs: N/A

The programmers at fCon incorporated a safety feature for their DataWraiths that protects them from permanent deletion inside the system. Specifically, a DataWraith will automatically be un-digitized upon suffering significant damage inside the computer. This failsafe has resulted in numerous DataWraiths appearing back at the fCon lab, and the evil Mr. Crown has no idea who—or what else—is inside the system engaging the DataWraiths.

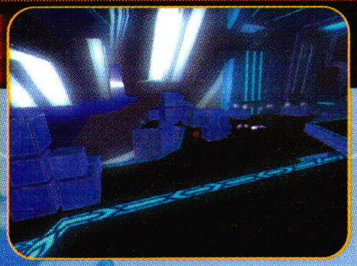


CARGO BAY SECTOR

SYSTEM VITALS

Build Notes: 0
C.O.W.: 0
Hostile Programs: Seeker, DataWraiths

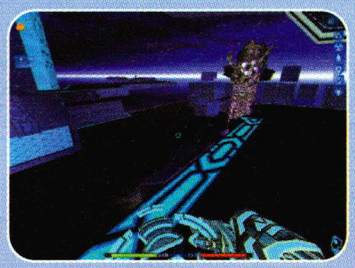
OPERATING SYSTEM



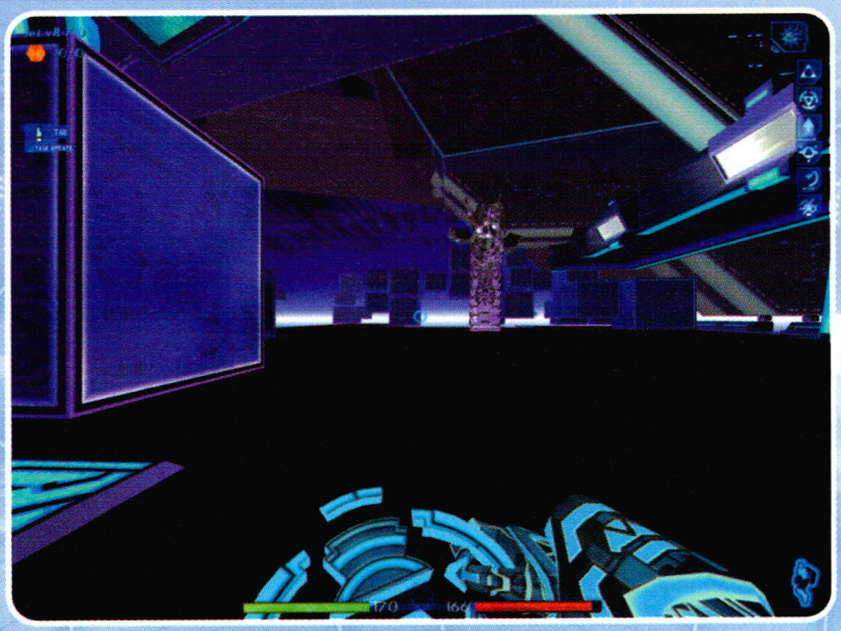
OBJECTIVE› STOP FCON BY CRASHING THEIR MOBILE SERVER.

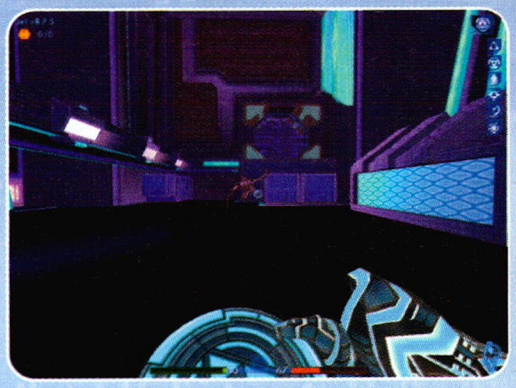
›››››TASK DESTROY THE SEEKER. (5 BUILD POINTS)

The fCon scientists have sent a Seeker into the server to root out the problem that might be inflicting their precious DataWraiths. The Seeker works wonderfully and it finds Jet in no time. Jet must destroy the Seeker program before it destroys him.



The Seeker moves back and forth along the floor of the cargo bay, stopping only to attack. Since the area is much smaller than the test arena in which Jet fought his last Seeker, stick to the upper walkway to avoid the Seeker's tail as it moves below the surface. Use the Cluster weapon to attack the Seeker whenever it rises above the ground, then quickly strafe out of its line of fire to avoid taking damage.





>>>>>TASK ACCESS A DATA HAULER AND BOARD THE MOBILE SERVER. (10 BUILD POINTS)

The DataWraiths stop appearing once the Seeker has been destroyed. Derez any remaining targets and replenish any spent resources by using the Patch Routines. Board the sled on the right-hand side of the sector and use it to board the Mobile Server.

OUT OF BOUNDS

The fight with the Seeker takes place in an outdoor setting and there are few walls to utilize to ricochet discs. Therefore, it's imperative to throw accurately; if not, it could be a while before it returns. Try pressing the Right Mouse Button to recall the weapon as soon as it passes its mark.

DataWraiths appear as the fight against the Seeker draws near. Drop down off the walkway and take cover behind the blocks to avoid the Seekers' attacks while dealing with any DataWraiths that get too close. For the most part, continue to focus Jet's offensive attacks against the Seeker. Collect the Core Dumps from the DataWraiths to postpone a dash for the Patch Routines located in each corner of the sector.

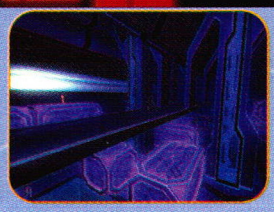
THE ROOT OF THE PROBLEM

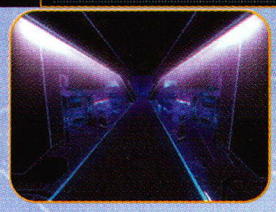
ASSEMBLY LEVEL

SYSTEM VITALS

Build Notes: 5
C.O.W.: 1
Hostile Programs: ICP Regular, Finder, ICP Launcher, ICP Shield, DataWraiths

OPERATING SYSTEM



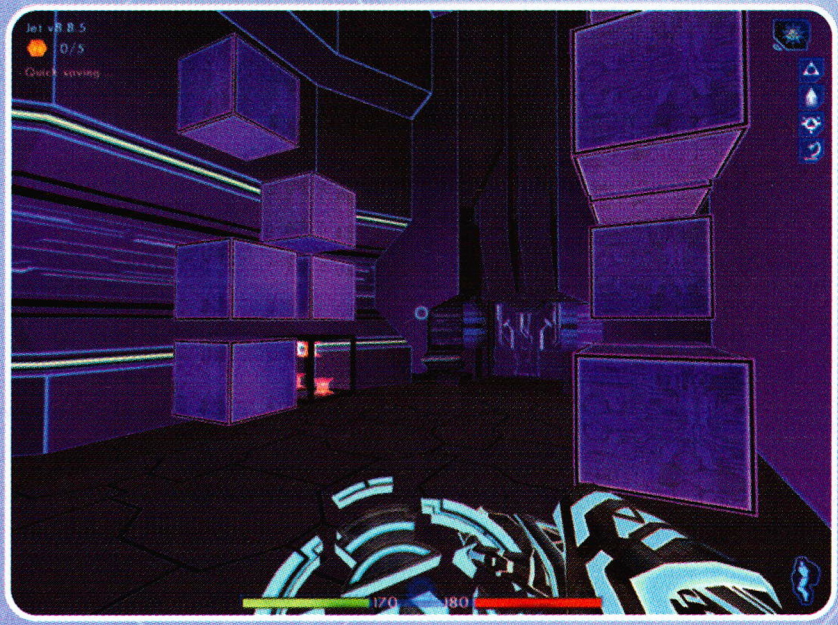


OBJECTIVE› STOP FCON BY CRASHING THEIR MOBILE SERVER.

›››››TASK REUNITE WITH ALAN. (10 BUILD POINTS)

Step off the sled when it arrives at the docking station and rush around the corner to the left to derez the ICP before it reaches the Security Rezzing Station. Destroy the Finder and head back to the right.

The room ahead has several Archive Bins in it. Locate the one on the far left and download the Megahurtz subroutine and the permission. Return to the Security Rezzing Station and use the Infinite Patch to replenish any spent energy. Use the permission to access the other nearby Archive Bin and obtain the Prankster Bit Subroutine.

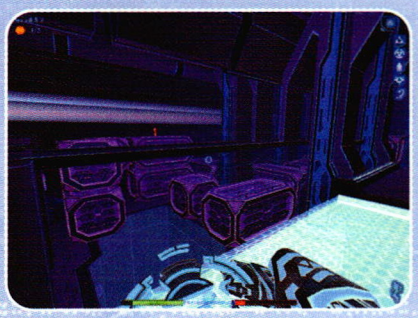


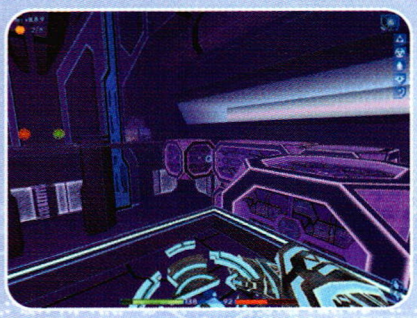
Use the Patch Routines as necessary and ride the lift at the far end of the hall on the left, behind the crates. Jet then overhears a security alert while riding the lift. Could Alan have gotten caught?

›››››TASK GAIN ACCESS TO THE CENTRAL DIGITIZING CORE. (3 BUILD POINTS)

Exit the lift and immediately start to derez the army of attacking ICPs. There is a Security Rezzing Station just below the ramp on the right-hand side of the room, so try to keep ICPs clear of that area. Others will rez in elsewhere in the room, but as long as the initial ICPs are derezzed before they can call for backup, it shouldn't be too difficult to keep Jet healthy.

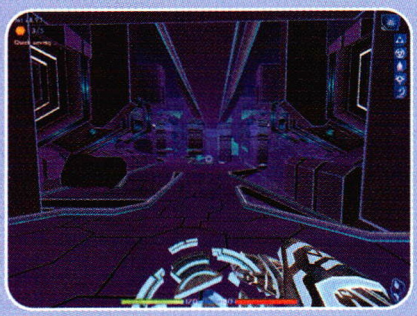
Use the ramp on the right to reach the second level, then use the higher elevation to scan the area for Build Notes. Leap across the tops of the containers in the distance to reach the Patch Routines and descend the ramp at the rear of the room.





The corridor leading out of this storage room has a faulty shield, which means Jet can sneak through it when it blinks off. Derez the attacking ICPs up ahead and then follow the corridor past several locked doors to the very end, where a doorway leads to the System Control Room. Perform a Quick Save at this time.

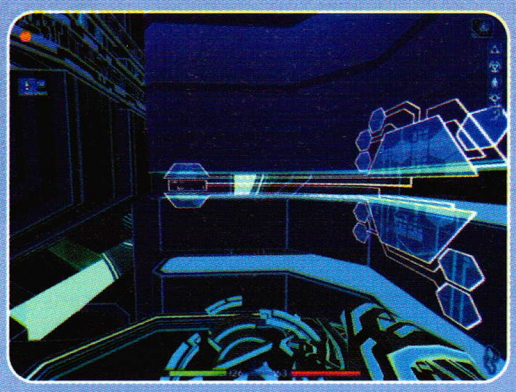
The room ahead contains several walkways that lead in various directions off the main path. These spurs each lead to two override switches, for a total of six switches. The room is empty upon first arrival, so take a moment to locate all six switches. Return to the entrance, access a nearby switch, and quickly return to the doorway.

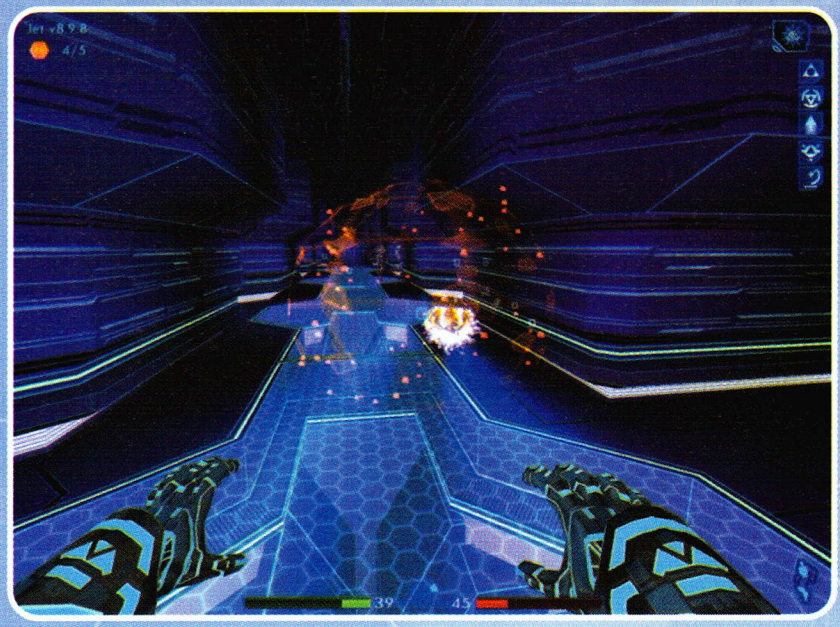


>>>>>TASK REDUCE THE SYSTEM'S OPERATING EFFICIENCY LOW ENOUGH TO TAKE THE FORCE FIELDS OFFLINE. (5 BUILD POINTS)

Three DataWraiths attack as soon as the first override switch has been thrown. Stand near the doorway and force them to funnel toward Jet one at a time, making the derezzing process much easier. Numerous DataWraiths will continue to attack, but they won't gang up on Jet.

Dash from switch to switch, flipping all of them as fast as possible. Flip both switches on each walkway before moving to another walkway to reduce the amount of time spent dodging the DataWraiths. Derez any enemies that get in the way, but don't go out of the way to fight them. Use the Patch Routines near the entrance to refill Jet's resource caches and, after flipping all six switches, board the lift at the rear of the room and ride it up to the walkway overhead.





VERSION 9.0, THE BEST JET.EXE EVER!

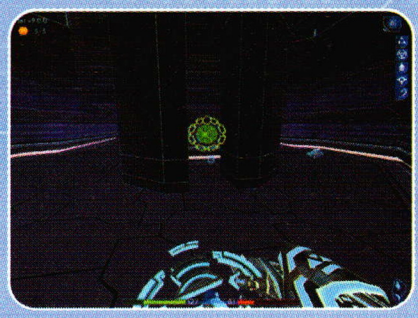
Use the performance points to surge Jet's Health attribute and distribute the remaining points to Energy and Weapon Efficiency. The Health surge will allow for an extra 100 points in Jet's health meter.

WAIT FOR IT!

To make things a little easier, try derezzing any of the pursuing DataWraiths before exiting the corridor. Stand just inside the door (out of sight of the ICPs) and destroy the DataWraiths. Collecting their Core Dumps will also eliminate the need to use the Patch Routines inside the storage room. Furthermore, the ICPs will be out of position when Jet finally enters the storage room. He may even be able to traverse the upper walkway before they leap up at him.

Sprint across the walkway to the upper exit at the far end. The DataWraiths follow Jet into the corridor up ahead, so be prepared to continue the fight. Head to the right and continue derezzing any DataWraiths along the way. Only pause to use the Patch Routines (if necessary), then continue down the hall and to the right. Look for a Build Note in the area and continue out the far end of the corridor and head for the storage bay.

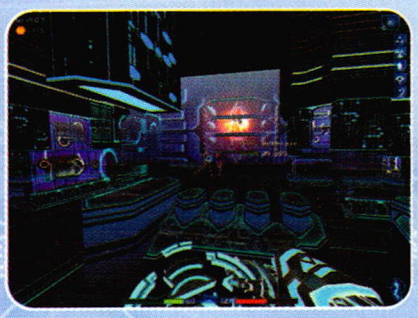
The light bridges that previously connected the walkways with the ramps have been eliminated, so Jet must leap across the Storage Bins on the left-hand side to reach the central walkway. Derez the ICP Launchers that attack on the walkway and head for the door straight ahead.



Inside the second corridor, head to the left and cross the open room up ahead. Several DataWraiths attack in this room; derez them before accessing the Patch Routines and the C.O.W. Use the C.O.W. to upgrade the Prankster Bit subroutine to Beta.

Exit through the narrow passage on the far side of this room and push onward to the last door on the left—it's the only one Jet has the proper permissions to open. Behold, the Central Digitizing Core!

The Ma3a/TRON compilation and Alan are being held by three ICPs and it's up to Jet to free them. Don't rush in tossing Discs, because one may accidentally derez Alan. Although the Emails have shown Jet's relationship with his father to be tenuous, Jet has no reason to delete him. Instead, run to the right and derez the ICP near the Security Rezzing Station first. This gives Alan a chance to run and hide. Take cover behind the workstations and derez the final two ICPs near the holding chamber. Talk to Alan when the coast is clear.

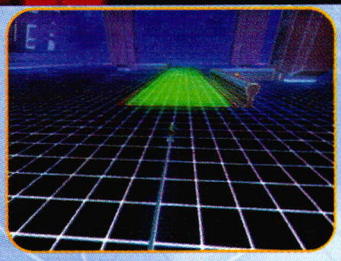


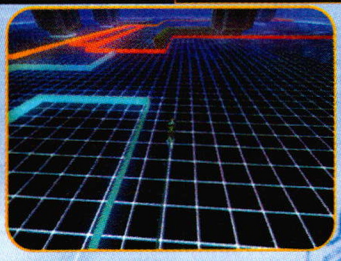
DATAWRAITH TRAINING GRID

SYSTEM VITALS

Build Notes: N/A
C.O.W.: N/A
Hostile Programs: N/A

OPERATING SYSTEM

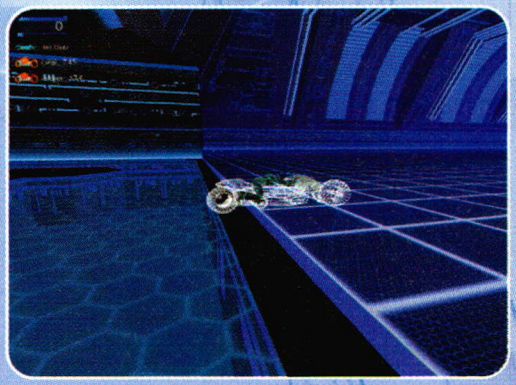




The only way to reach the mobile server's Command Module is to cross the grids where the DataWraiths train. Jet must win three races on the grid while Alan works to decompile the Ma3a/TRON monstrosity.

OBJECTIVE› STOP FCON BY CRASHING THEIR MOBILE SERVER.

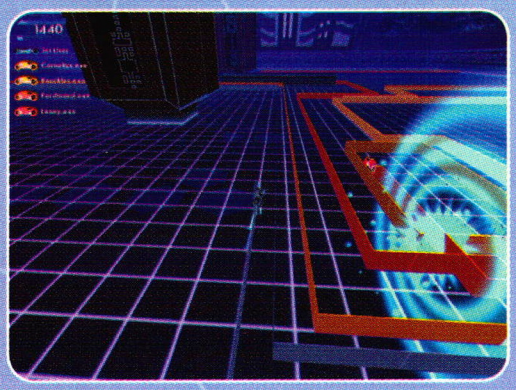
›››››TASK DEFEAT THE ENEMY RACERS ON ALPHA GRID. [5 BUILD POINTS]



The first race features two enemies. Use the Turbo Boost power-up to speed ahead of the other riders one at a time and force them to turn inward toward a wall or another light trail. Cut them off to force them into a tight spiral with no escape.

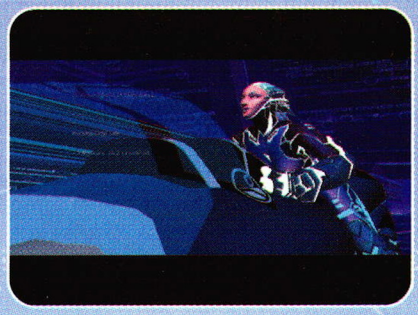
>>>>>TASK DEFEAT THE ENEMY RACERS ON BETA GRID. (5 BUILD POINTS)

The Speed Zone in the center of the game grid may fade in and out of service, but it can still be used to get a jump on the four Light Cycles that are intent on stopping Jet. Accelerate hard across the Speed Zone and the moment it disappears, turn hard to the right. Watch out for the second column on the right and try to make the Light Cycles that follow turn in on their own trails by making a quick left and right adjustment. Finish off any competitors that don't fall for this trick by gunning them down with the Missile power-up.

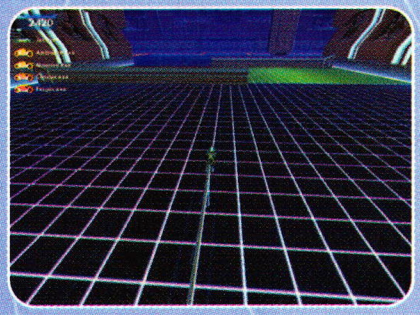


>>>>>TASK DEFEAT THE ENEMY RACERS ON GAMMA GRID. (10 BUILD POINTS)

Alan then extracts Mercury's bios and restores her to her previous state before the reformat. Mercury's appearance on the Beta grid draws some of the would-be competitors away, which creates a slightly better chance at winning the race on the Gamma grid.



Use the Speed Zone to zip through the chicane in the center of the grid to disrupt the racers approaching from the far side of the arena. After the center two Light Cycles have been derezzed, use the available power-ups to finish off the remaining Light Cycles.



FCON LAB/FCON TEAM ENTERS COMPUTER

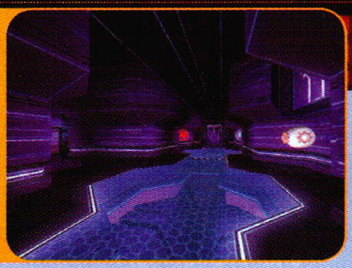
SYSTEM VITALS

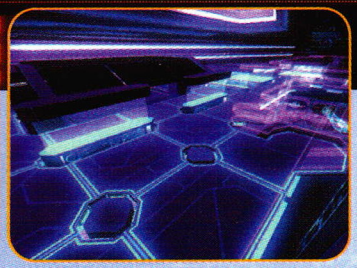
Build Notes: N/A
C.O.W.: N/A
Hostile Programs: N/A

The fCon team isn't happy with the way things are progressing inside the system, so they decide to put their faith in the correction algorithms and digitize themselves. Unfortunately, they have no comprehension of the power of the unidentified User they are attempting to capture.

ASSEMBLY LEVEL

OPERATING SYSTEM





SYSTEM VITALS

Build Notes: 3
C.O.W.: 0
Hostile Programs: ICP Regulars

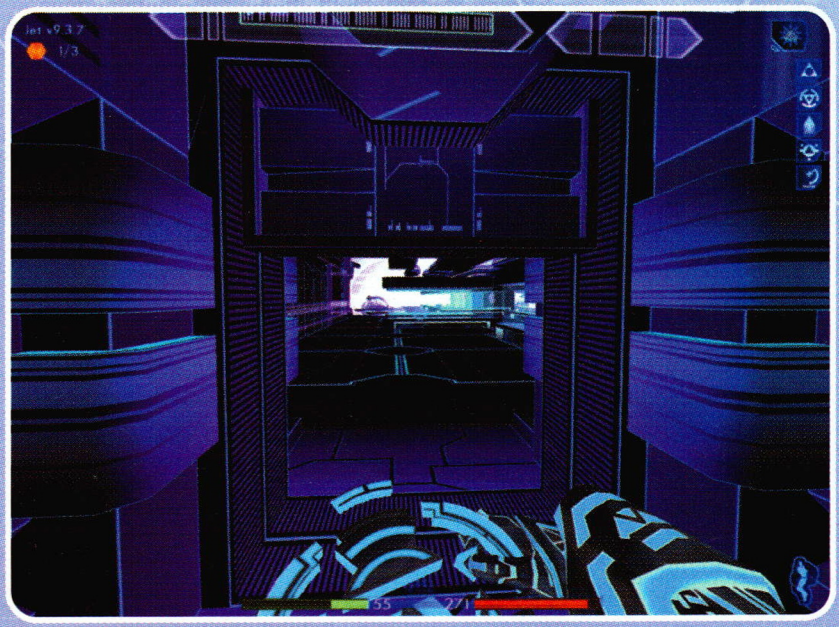
OBJECTIVE› STOP FCON BY CRASHING THEIR MOBILE SERVER.

›››››TASK ACCESS AN I/O NODE AND RECEIVE JET'S FATHER'S MESSAGE. (2 BUILD POINTS)

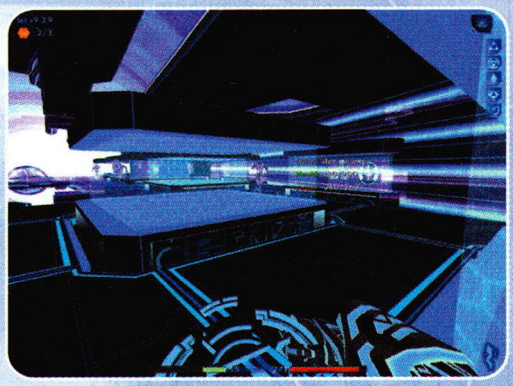
Alan isn't comfortable with what he's been seeing inside the server. He now believes there's a creature closing in on him. He needs his son's help now more than ever!

›››››TASK RELEASE ALL THE STABILIZER BITS. (5 BUILD POINTS)

Note the location of the red escape conduits near the I/O Node, then download the Emails and Beta version of the Megahurtz subroutine from the Archive Bin. Fill up Jet's health and energy and go through the door at the end of the hall to access the Command Module.

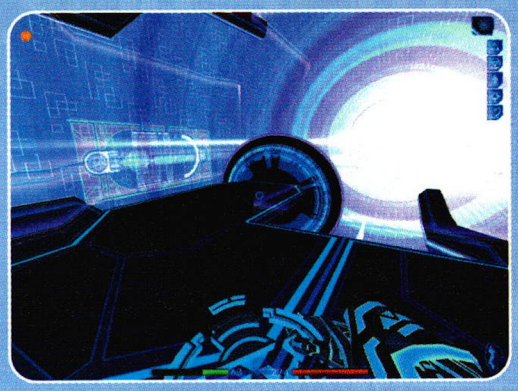


Derez the attacking ICPs and search the area for a Build Note. There are four Binary Bits in a row up ahead on the right. Deactivate each bit to release the stabilizers.

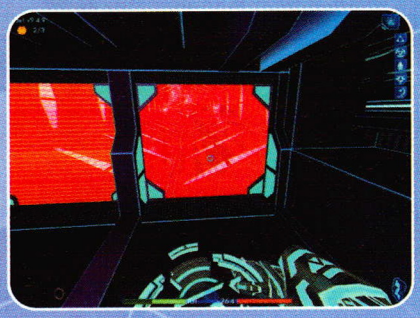


>>>>>TASK INITIATE THE SERVER CRASH BY STEERING IT OFF COURSE. (5 BUILD POINTS)

Perform a Quick Save and approach the front of the server. The navigational wheel is on the left-hand side. Use the Action key to give the wheel a spin, thereby initiating the crash.

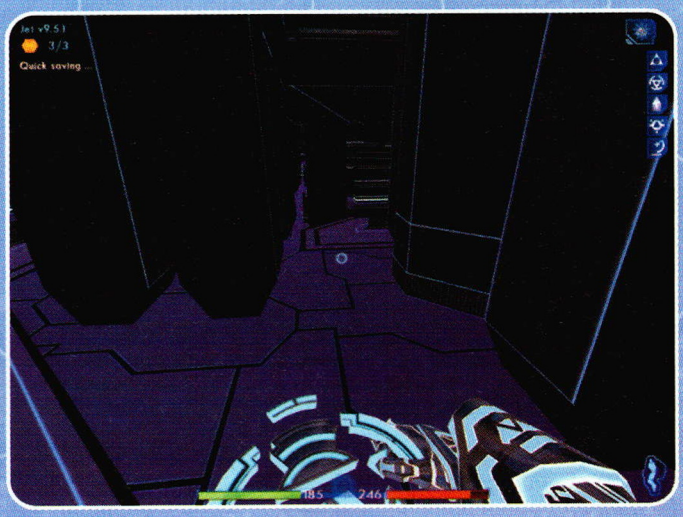


>>>>>TASK RETURN TO ALAN AND MAZA IN THE CENTRAL DIGITIZING CORE. (10 BUILD POINTS)

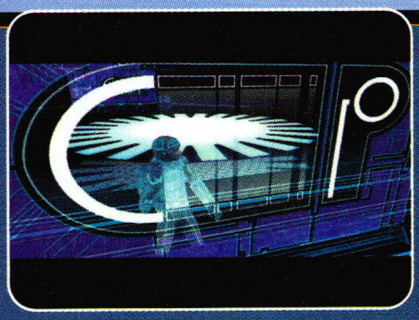


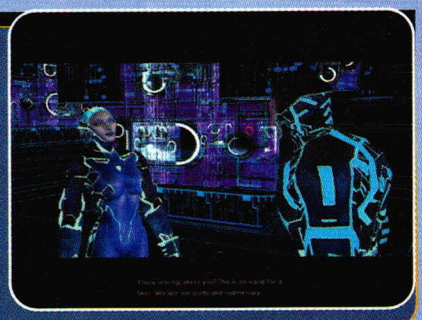
DataWraiths start to attack the moment the wheel starts spinning, so be ready to run! Use the Disc to derez any DataWraiths directly in Jet's way, but don't stop running for anything. Open the door and go through the hole in the right-hand escape tube. Jet gets sucked through the system to a corridor in the distance.

Open the door while crouching and derez the two DataWraiths in the next room. Head to the right and then to the left to reach a large room with numerous falling blocks—the server crash has begun! Sprint past the falling blocks and DataWraiths to the rear of the room, then run up the steps next to the Patch Routines. Replenish lost health and energy and go through the door to reunite with Alan.



Alan has the correction algorithms up and running and he's initiated the digitizing laser. It's time to go home! But first Jet must say goodbye to a new friend.





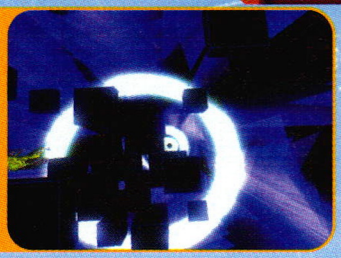
INCOMPATIBLE

DIGITIZING STREAM

SYSTEM VITALS

Build Notes: 0
C.O.W.: 0
Hostile Programs: fCon Monster

OPERATING SYSTEM



OBJECTIVE› RETURN HOME.

›››››TASK ROUTE THE FCON TEAM OUT OF THE DIGITIZING STREAM. [20 BUILD POINTS]

The fCon team digitized themselves into their server just as Alan was removing the correction algorithms from Ma3a, which inadvertently corrupted the fCon team. The three members have been transformed into one powerful, three-headed beast.

The only way to destroy this creature is to derez each of its parts one at a time. In short, there are three stages to this battle, and although the fCon Monster's attacks get less sophisticated throughout the battle, this is a very lengthy process and it will certainly stretch Jet's skills and endurance like no other time in the history of human digitization.

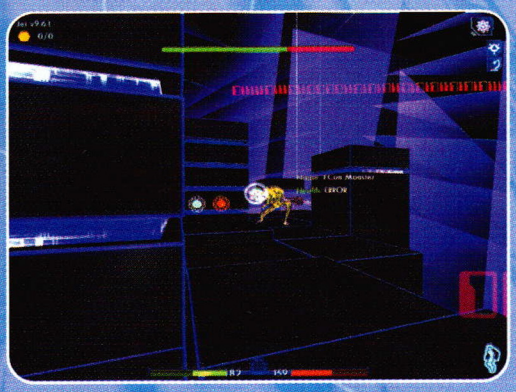
BATTLE PREP

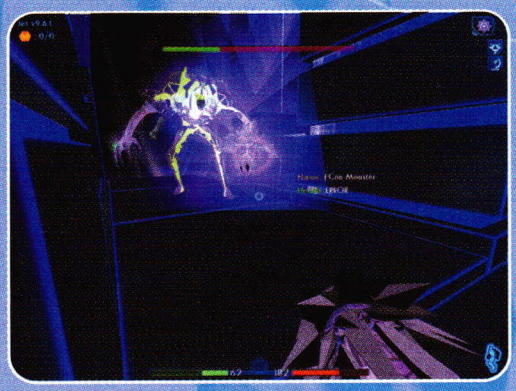
Install as many of the defensive subroutines as possible, but in particular a Gold level Viral Shield is a must. Use the Prankster Bit as a main weapon and beef up its power by installing the Corrode or Megahurtz subroutine. Lastly, install the Corrode subroutine to inflict additional damage and cut down on the duration of the battle.

The fCon Monster is capable of attacking with a different weapon per fCon employee currently in the amalgam. During the first stage of the battle, when all three employees are together in the compilation, the beast attacks with a Prankster Bit, an Energy Claw, and large beams of Corruption. The Viral Shield helps a great deal, but it's important to be vigilant and immediately disinfect any subroutines that become infected during the fight.

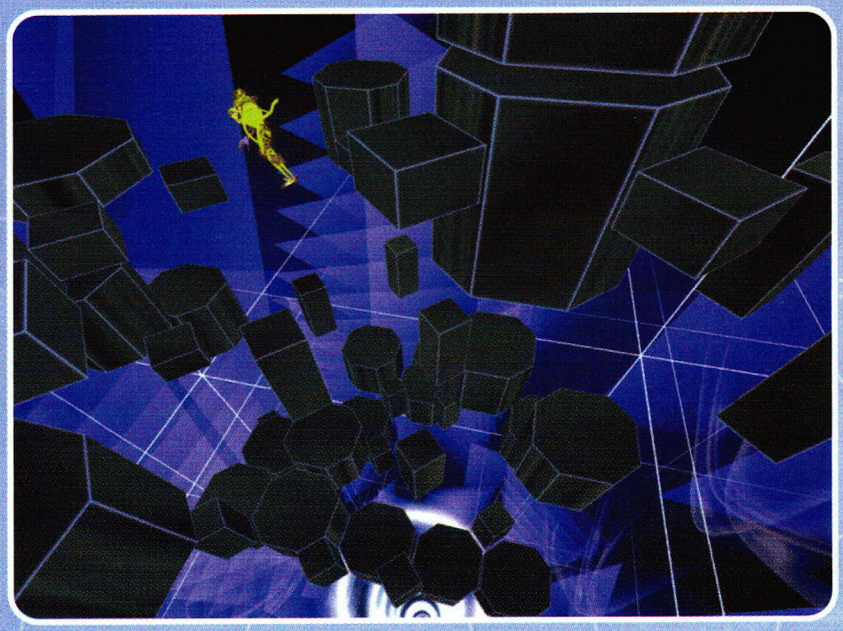
The battle takes place on different sets of energy blocks. During the initial phase of the battle, Jet can circle around a large energy block to keep away from the fCon Monster. Be mindful of the edge and carefully—but quickly—strafe around the block to always keep the enemy on the opposite side where it can do no harm. The fCon Monster eventually gets tired, which opens up an opportunity to sneak up behind it.

Even if Jet doesn't take damage, it's important to make use of the nearby Patch Routines. When the time comes to refill Jet's caches, run a wider loop around the other energy blocks beyond the Patch Routines. The fCon Monster follows Jet around these blocks, thereby creating an opportunity to catch a quick refill. Don't get greedy, though, because the beast will be within attacking range in no time.





After destroying the first part of the fCon Monster, the digitizing stream carries him and his opponent to another set of energy blocks. The battle commences as soon as they set down on solid ground. This time, however, the fCon Monster can only attack with the Corruption beams and the Energy Claw.



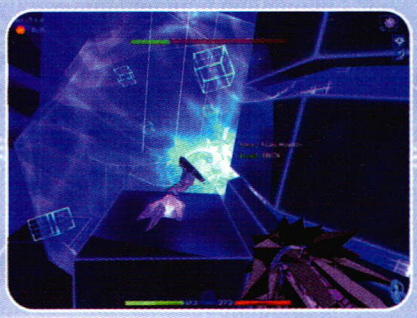
AUTOMATIC REFILLS

The digitizing stream automatically replenishes Jet's health and energy caches between each stage of the battle. Therefore, there's no need to worry about using the Patch Routines on the platform.

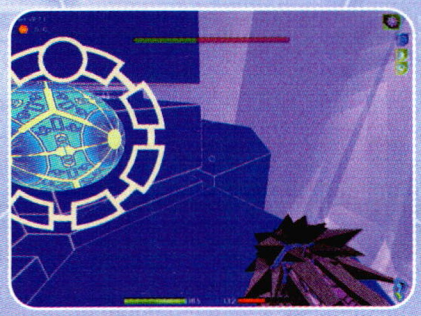
While on the second set of energy blocks, switch to the Prankster Bit and sprint off in a clockwise direction toward the Infinite Patch. This particular Patch Routine is located close to a narrow ledge and the fCon Monster is too wide to approach this spot.

Jump onto the Infinite Patch, lean around the corner of the adjacent energy blocks, and wait for the fCon Monster to get within sight. Hold this position and continue to blast away at the beast with the Prankster Bit. As more and more energy pulses through the beast, it begins to tire and almost becomes paralyzed by the repeated blasts.

Bend down to refill Jet's energy cache via the Infinite Patch below his feet and continue the fight. The fCon Monster fights back, but the beast's attacks won't cause much damage. Don't forget to disinfect any subroutines that become corrupted. As for the Energy Claw attack, use the Infinite Patch on which Jet is standing to replenish any energy that gets stolen. Basically, Jet is much stronger and has a key position—the fCon Monster is no match for him during this stage of the battle.



During the third stage of the battle, the fCon Monster only has a Corruption attack. Head toward the Infinite Patch on the right-hand side of the platform and step across the narrow ledges that stick out near the energy block. Use these tiny ledges to go back and forth between the two sides of the platform. The fCon Monster will circle back and forth in attempts to catch Jet, but the ledge is far too narrow for its big feet.



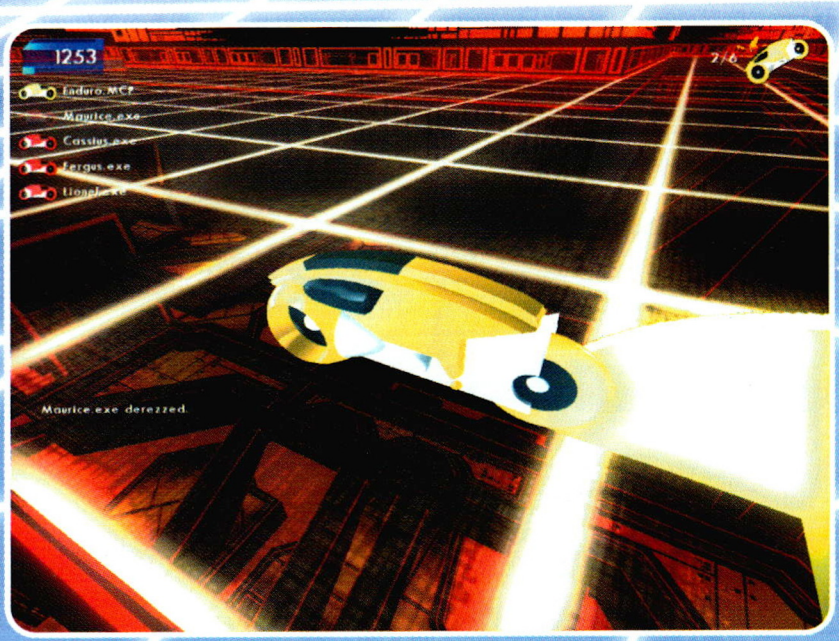
The combination of the constant running and the fCon Monster's lack of endurance means that it will be forced to rest on occasion. This is the time to attack! Use the Prankster Bit for clear shots, but avoid using this weapon when trying for a close shot because the blast radius may cause damage to Jet. Instead, switch to the Blaster and continue to shoot the monster until it gets derezzed and Jet escapes the computer once and for all.

End of line.

JET: "Dad, this whole 'life inside the computer' experience has really opened my eyes—I'll never drop another laptop as long as I live."

LIGHT CYCLES

No *TRON* game would be complete without a fully realized Light Cycle racing mode—and *TRON 2.0* certainly doesn't disappoint! The Light Cycle is available through the Single-Player menu for competitive racing against the game bots, or via the Multiplayer menu for intense racing against friends on a Local Area Network (LAN). Racing against the game bots is highly recommended for several reasons. First, racing Light Cycles demands split-second reaction times and practice is virtually required. Additionally, the only way to unlock the numerous multiplayer circuits (various Light Cycles and Super Light Cycles) and the available Power-ups is by playing the single player mode.



ZONES ONLY

Only those arenas titled "Zones" can be used in multiplayer gaming. Win the tournaments on each of these circuits in the single-player mode to add them to the available maps list for multiplayer racing.

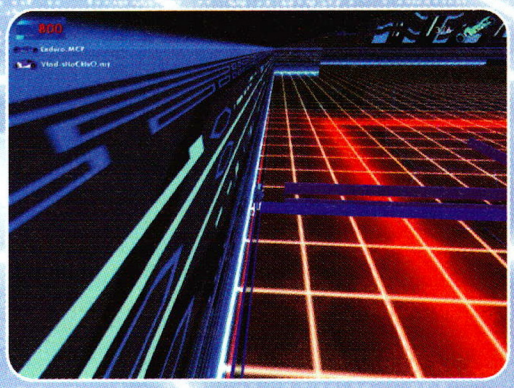
The premise behind Light Cycle racing is quite simple: maneuver the Light Cycle and force the other racers to crash into the arena walls or a light trail. Doing so means having the ability to manipulate the bike's speed and direction in a very precise manner, as well as having the ability to anticipate the opponents' actions. Furthermore, numerous arena Hazards and Power-ups help to level the playing field and add a degree of uncertainty to each race that, in the end, mandates spontaneous driving. Newcomers should find the numerous tips provided in this chapter as an excellent racing resource. However, the truth of the matter is that success on the Light Cycle only comes to those who practice.

LIGHT CYCLE BASICS

THE CONTROLS AND CAMERA

Controlling a Light Cycle is relatively simple. Although the bikes can't be stopped, the User does have control over their rate of speed and can accelerate or decelerate by pressing the Forward and Backward keys. Additionally, the Light Cycle can make 90-degree turns in either direction with a tap of the Strafe Right or Strafe Left keys. Pressing the Fire button activates any Power-up that has been obtained.

The User also has the ability to manipulate the camera view during a race. The chosen view is one of personal preference, but it's possible to alternate between a fixed angle and one that rotates with the view of the bike. Other options include the choice between first-person and third-person views, and selecting between different levels of zoom. Racing with a third-person view and the camera zoomed out wide provides the best view of the action. This also makes it easier to avoid obstacles that may go undetected with other perspectives.

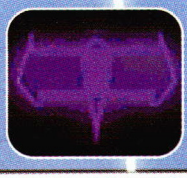


POWER-UPS

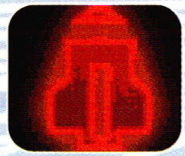
Each arena has its own set of Power-ups. To obtain them, simply steer the Light Cycle directly over top of them. Racers are only allowed to carry one Power-up at a time; driving over a second Power-up automatically replaces the one in queue with the newly acquired Power-up.

Shield: The Shield Power-up makes it possible to steer the Light Cycle through a single light trail without crashing. This is arguably the most valuable of all the Power-ups, as it not only safeguards against accidental crashes, but it's possible to activate the Shield and collect and use another Power-up at the same time. Light Cycles with a blinking light on the front of the bike have a Shield Power-up activated, so beware!

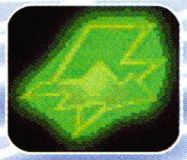
Turbo Boost: The Turbo Boost gives the Light Cycle a temporary jolt of speed. The Turbo Boost is a great Power-up to use when trying to cut off a faster bike. Speed zones override the effects of the Turbo Boost.



Trail Spike: The Trail Spike is perfect for dealing with trailing competitors. The Trail Spike generates a small section of light trail that extends in a perpendicular line to the bike's normal light trail. This "spike" forms a wall directly behind the Light Cycle that becomes very difficult to avoid at high speed.



Missile: The Missile can be used both offensively and defensively, depending on the situation. When fired, the Missile will derez all light trails and Light Cycles positioned between the User and an arena wall. Shoot a Missile at an opposing racer, or use one to blow a hole through an entrapping light trail.

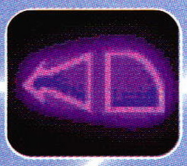


Turbo Curse: The Turbo Curse is a dangerous Power-up to play with, because it significantly increases the speed of all Light Cycles in the arena. Use the Turbo Curse to catch the competition off guard, but most beginners will likely find the excessive speed (much faster than a Turbo Boost) too difficult to handle.

Grab: It's one thing to pick up a coveted Power-up off the grid, but it's another thing to use the Grab Power-up to steal it away from an opponent. Use the Grab Power-up to take a Power-up away from the nearest opponent. If no Light Cycle racers have a Power-up, the Grab will "seize" the nearest one on the grid.

Trail Reset: Use the Trail Reset Power-up as a last resort, because it resets all of the light trails on the grid (including trails that a competitor may be about to crash into). On the other hand, the Trail Reset may prove to be a lifesaver for times when your Life Cycle gets boxed in with nowhere to go.

Force Use: This Power-up automatically activates every racer's Power-up. Using the Force Use Power-up is a bit of a crapshoot, because it's difficult to know what the other racers may have in their queue.

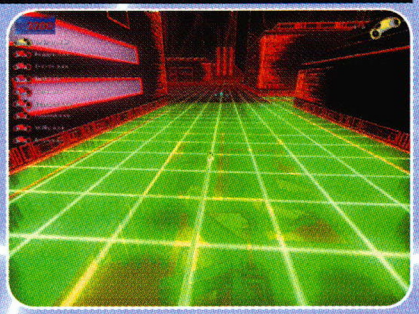


Trail Extender: The Trail Extender is the perfect Power-up for races featuring short light trails. Not only does this Power-up extend the User's light trail, but the effects last until a crash. Better yet, the effects are multiplied by activating numerous Trail Extender Power-ups.

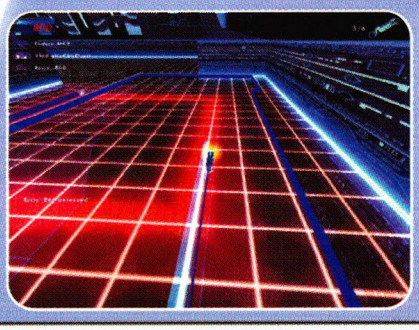
ENVIRONMENTAL HAZARDS

Each circuit has its own specific racing conditions that dictate the number of races (i.e. waves) there are, as well as what the overall speed rating of the grid is and how long each Light Cycle's trail will be. These aren't the only factors that differentiate each of the races. Although Speed Zones and energy blocks appear in almost every circuit, the frequency with which they appear and their configuration play a large role in the difficulty of each grid.

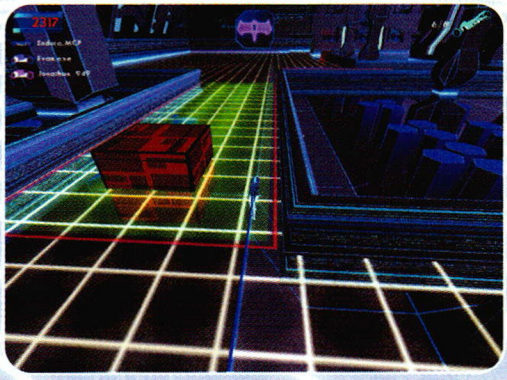
Speed Zone: Some sections of the grid floor glow a bright green color, indicating a speed zone. When on a speed zone, all Light Cycles (regardless of abilities) accelerate to the speed zone's maximum speed. It's impossible to slow down while on a speed zone.



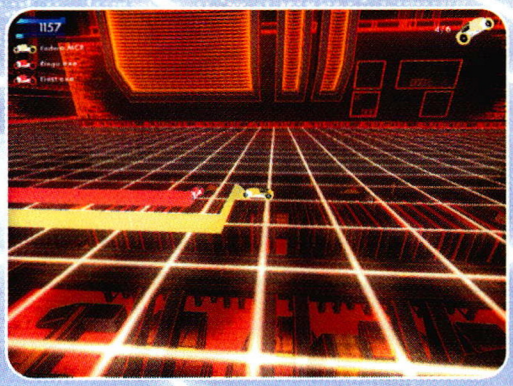
Slow Zone: Slow zones are the opposite of Speed Zones. These red areas of the grid floor have a designated speed, albeit a very slow one, to which all bikes are automatically limited. It is impossible to accelerate or slow down while on a Slow Zone.



Energy Blocks: The worst type of hazard is the one that you can't always see. Energy Blocks are large cubes that rez in and out of the arena, typically atop speed zones, capable of bringing an abrupt end to an otherwise good race. Racers can steer between the energy blocks and it's also possible to drive straight across their locations while they're invisible. Watch for the red glow that precedes their reappearance on the arena and move out of the way.



RACING TIPS



- The most basic way to derez opponents is to speed up alongside them and quickly cut over to block their path. If this doesn't work, continue zigzagging into the opponent's path and lead them toward an arena wall.

- Another proven tactic is to force an opposing racer to turn inward on his own light trail. Rather than making quick zigzag maneuvers, keep ahead of the racer and force him to spiral into a self-trapping maze. This won't work in races that feature short light trails.

- The User can't always expect to be the aggressor. Not only are other bikes occasionally faster, but racers driving alongside other cyclists' trails gain a speed boost. A Light Cycle that races up alongside will likely attempt to cut in front of your path. Remove this threat by turning away.

- It's important to watch for a competitor with an activated Shield. Rather than attempting to zigzag in front of the racer's path, make a small U-turn directly in front of him. When done correctly, the first wall will remove the Shield and the second one will cause the crash.

- Many races feature up to six competitors. For this reason, it's often a good idea to stay out of the way and allow some of the other racers to derez one another. Grab a Shield or Missile Power-up, then hit the brakes. Drive the bike slowly and build a protective wall around your Light Cycle to keep the other racers at bay. Then, when it's time to escape, use the Power-up to get out of trouble.

- One common occurrence in Light Cycle racing is to successfully derez all but the final competitor. One reason for this is that the surviving game bot will often roam the perimeter of the arena and attempt to steer the User into a dead end. Remain patient and stick to a more spacious section of the arena until the remaining racer comes to you.

THE BIKES

Players are equipped with the blue base model Light Cycle and Super Light Cycle at the start of their racing careers. Both styles of bikes come in five different colors: blue, yellow, red, green, and purple. Each color represents increased abilities. Additionally, the game bots' artificial intelligence (AI) is also determined by the color of their ride (yellow represents "novice" AI, while purple signifies "expert" AI).

To unlock additional bikes, the User must complete each of the different circuits in the single-player mode. Although winning a particular circuit may unlock a specific Power-up, new Light Cycles are unlocked for every two circuits won. There is no need to race the circuits in a particular order, but aside from the Green Hornets circuit, racing them in the order they are listed is recommended. The following table shows the order in which new Light Cycles and Super Light Cycles are unlocked.

CIRCUITS COMPLETED	BIKE UNLOCKED
2	Yellow Light Cycles
4	Red Light Cycles
6	Yellow Super Light Cycles
8	Green Light Cycles
10	Red Super Light Cycles
12	Purple Light Cycles
14	Green Super Light Cycles
16	Purple Super Light Cycles

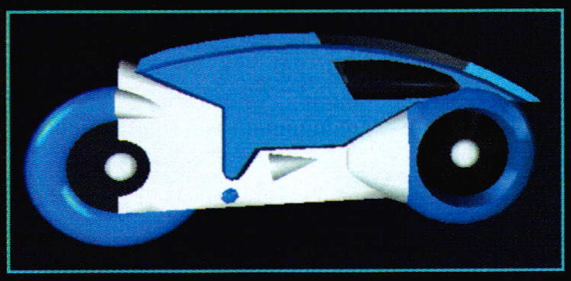
Each time a new bike is unlocked, the player actually gains *three* bikes—the only difference is the actual color shade. Color aside, each unlocked bike contains increases in their various speed attributes. This makes them better suited for the stiffer competition that comes in the later circuits.

Each Light Cycle and Super Light Cycle has five rated abilities. These ratings are based on theoretical maximums and do *not* translate to a definite speed due to the different speeds in each arena. Refer to the following graphical information and the Light Cycle select screen for information on the different bikes.

Turbo Speed: Represents the maximum speed obtained when a Turbo Boost Power-up is activated.
Max Acceleration Speed: The maximum speed obtained through standard acceleration (pressing the Forward key).
Min Speed: The lowest speed at which the bike can travel during standard deceleration (pressing the Backward key).
Acceleration Rate: The maximum acceleration rate achieved by the bike.
Turn Speed Loss: Represents the amount of speed loss when the Light Cycle is turned. Note that a 100% rating in this category does not mean that the Light Cycle comes to a halt after a turn; instead, it slows down significantly.

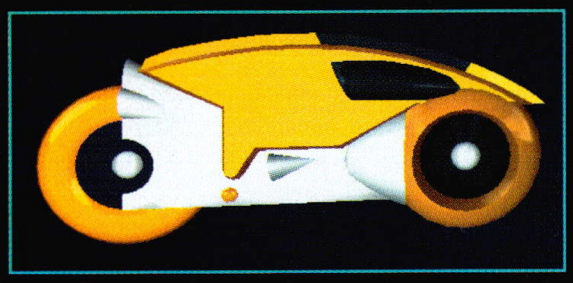
LIGHT CYCLES

Blue Light Cycles



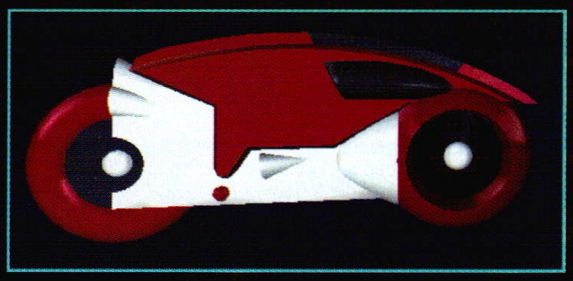
TURBO SPEED
16%
MAX ACCELERATION SPEED
16%
MIN SPEED
16%
ACCELERATION RATE
16%
TURN SPEED LOSS
16%

Yellow Light Cycles



TURBO SPEED
25%
MAX ACCELERATION SPEED
23%
MIN SPEED
25%
ACCELERATION RATE
21%
TURN SPEED LOSS
16%

Red Light Cycles



TURBO SPEED
34%

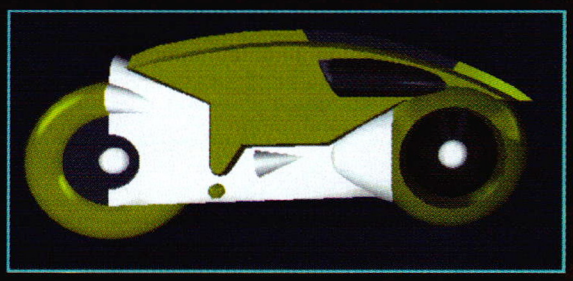
MAX ACCELERATION SPEED
31%

MIN SPEED
33%

ACCELERATION RATE
25%

TURN SPEED LOSS
16%

Green Light Cycles



TURBO SPEED
43%

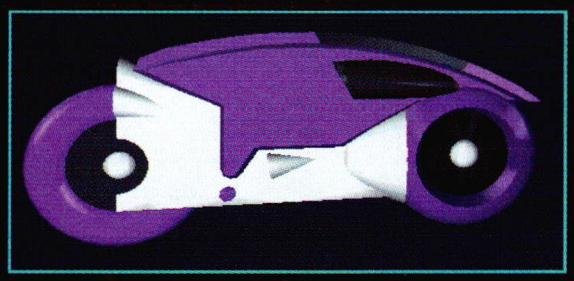
MAX ACCELERATION SPEED
38%

MIN SPEED
42%

ACCELERATION RATE
30%

TURN SPEED LOSS
16%

Purple Light Cycles



TURBO SPEED
62%

MAX ACCELERATION SPEED
53%

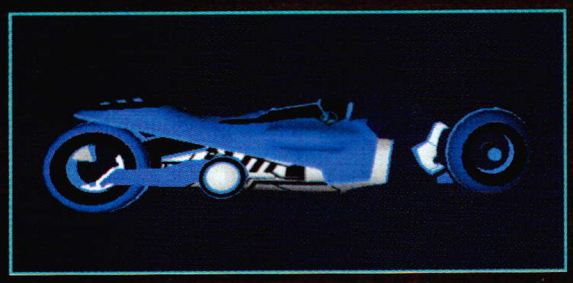
MIN SPEED
58%

ACCELERATION RATE
35%

TURN SPEED LOSS
16%

SUPER LIGHT CYCLES

Blue Super Light Cycle



TURBO SPEED
45%

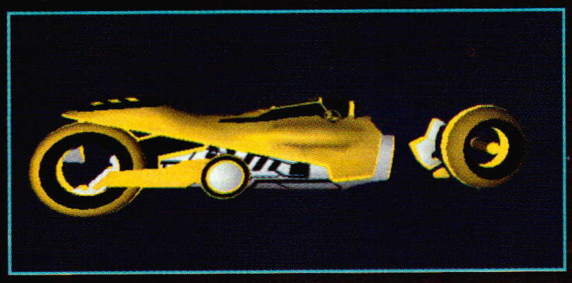
MAX ACCELERATION SPEED
58%

MIN SPEED
50%

ACCELERATION RATE
63%

TURN SPEED LOSS
100%

Yellow Super Light Cycles



TURBO SPEED
57%

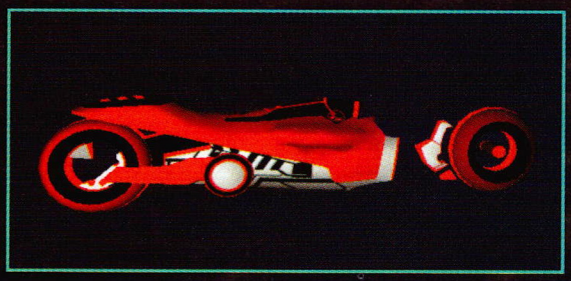
MAX ACCELERATION SPEED
67%

MIN SPEED
60%

ACCELERATION RATE
71%

TURN SPEED LOSS
100%

Red Super Light Cycles



TURBO SPEED

67%

MAX ACCELERATION SPEED

75%

MIN SPEED

70%

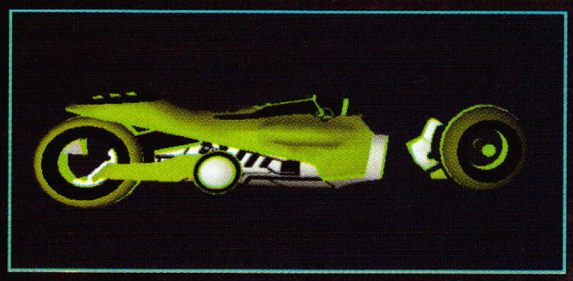
ACCELERATION RATE

82%

TURN SPEED LOSS

100%

Green Super Light Cycles



TURBO SPEED

78%

MAX ACCELERATION SPEED

84%

MIN SPEED

81%

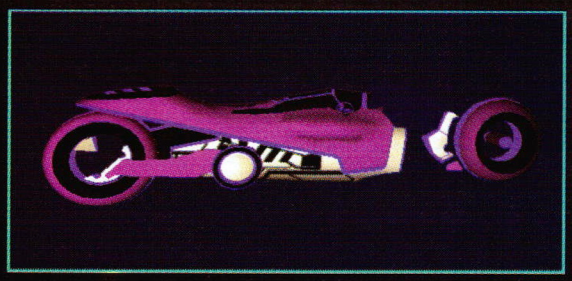
ACCELERATION RATE

91%

TURN SPEED LOSS

100%

Purple Super Light Cycles



TURBO SPEED

100%

MAX ACCELERATION SPEED

100%

MIN SPEED

100%

ACCELERATION RATE

100%

TURN SPEED LOSS

100%

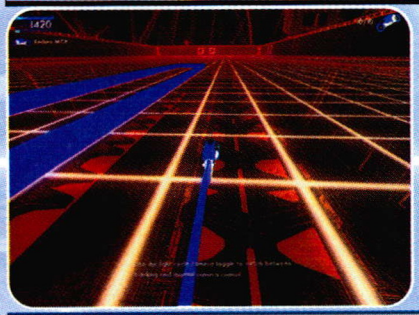
SINGLE-PLAYER: CIRCUIT PLAY

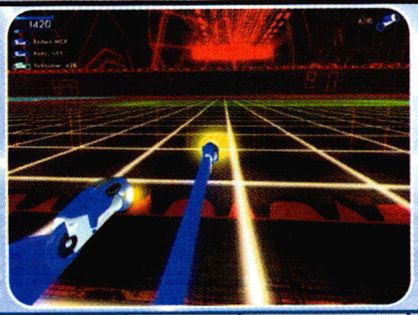
WAVE AFTER WAVE

After selecting a Light Cycle and entering a Circuit, the player is not allowed to exit that Circuit between races to change to a different Light Cycle. Additionally, the number of lives allotted to the player does not replenish between waves; the number is meant to last the entire Circuit. The game ends when the player runs out of lives or wins the final race.

TUTORIAL

Unlocks: N/A



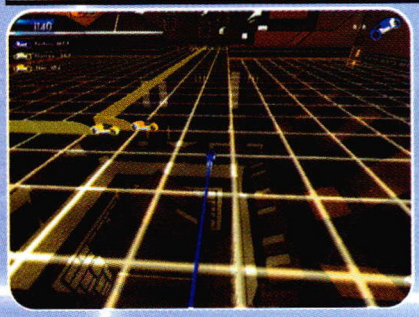


This is identical to the two-part tutorial Jet undertakes during his first visit to the Light Cycle Staging Pit. The second part of this tutorial takes place against an endless array of opponents. Feel free to steer into the Exit Portal at any time.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/All	10	Normal	Normal	Shield, Turbo Boost	2 Blue LC

NEWBIE AUTHENTICATION

Unlocks: Shield

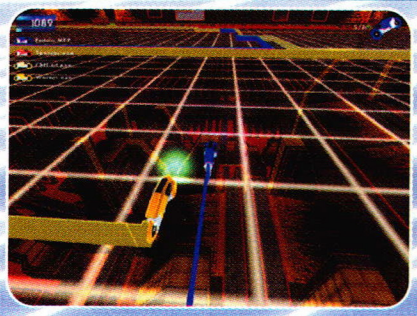


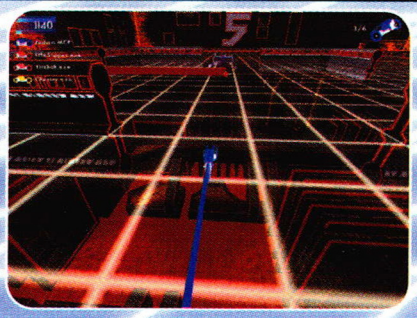
These three races take place on a large grid that consists of numerous places to hide and multiple Speed Zones. The first race is slower paced, so hug the perimeter and allow the other Light Cycles to derez one another. The second race features lots of Speed Zones along the perimeter, which makes it important to have a Shield activated whenever possible. The third race adds Energy Blocks in the alleys that connect the perimeter to the middle of the arena from time to time. Grab the Missile in the center of the arena and stick to the center of the connecting alleys to avoid the Energy Blocks.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	Blue/None	8	Slow	Normal	Mixed	2 Yellow LC
2	-	-	Normal	Normal	Mixed	3 Yellow LC
3	-	-	Normal	Normal	Mixed	2 Yellow LC, 1 Red LC

BIN ZONE (CIRCUIT RACE)

Unlocks: N/A



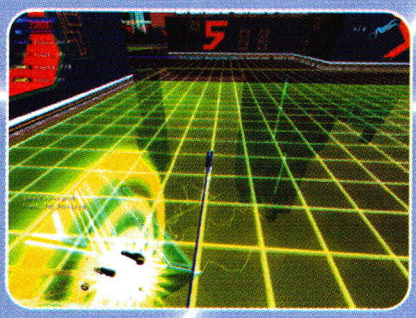


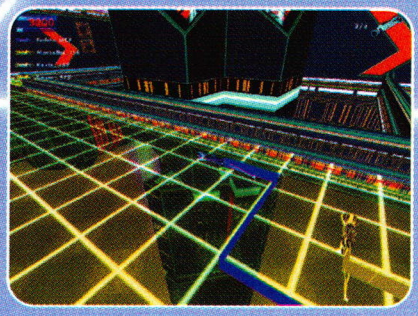
The competition in the Bin Zone has an increased number of cycles in the third race and tricky obstacle placement. While the first grid is relatively wide open, the others aren't. The grid hosting the second race contains a squared-off area in the center that lures Light Cycles into head-on collisions, so play it safe and avoid it. Another feature of the second grid worth mentioning is that the perimeter is one enormous Speed Zone. Stay on the Speed Zones when lapping the outer areas of the course, because the little alcoves on the outer edge are deceivingly small. During the third race, concentrate on the course and the Energy Blocks that rez in and out. The complexity of the third grid makes it more a battle of attrition than a cycle-to-cycle race.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/None	6	Slow	Normal	Mixed	2 Yellow LC, 1 Red LC
2	-	-	Slow	Normal	Mixed	1 Yellow LC, 2 Red LC
3	-	-	Slow	Normal	Mixed	3 Yellow LC, 2 Red LC

LOW LEVEL CRUNCH

Unlocks: Turbo Boost



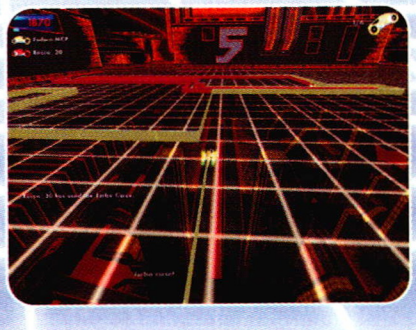


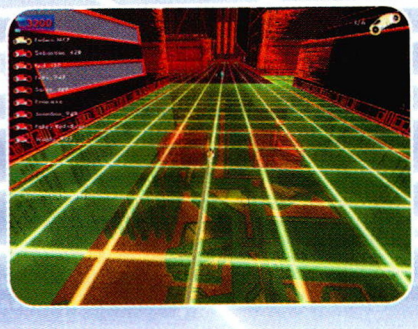
Super Light Cycles are at home in this enormous arena, so use them to counter the faster opposition. Take advantage of the Speed Zones to get ahead of the competition, then carefully patrol the outer areas of the grid. Beware of the Energy Blocks that rez in from time to time and, if possible, always have a Missile on standby in case of emergency.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	Blue/Blue	4	Normal	Long	Missiles, Shield	3 Yellow SLC
2	-	-	Normal	Long	Missiles, Shield	5 Yellow SLC

CONSCRIPT'S REVENGE

Unlocks: Turbo Curse



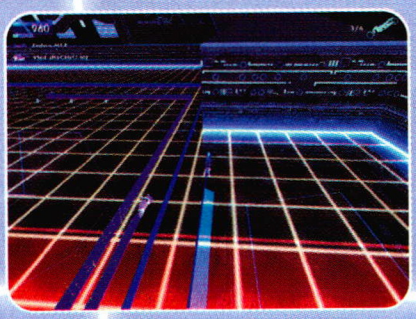


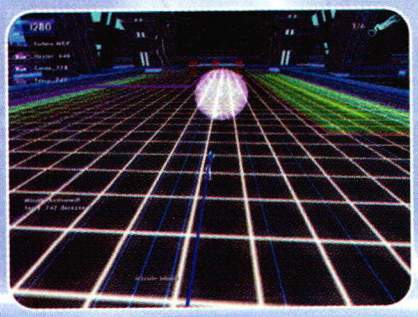
This is where the competition really starts to heat up. It's best to stick to the wide-open middle area in all three races to minimize the chance of getting boxed in. In the first race, each racer will attempt to rely on a Turbo Boost. Zigzag away from them as they come up alongside your Light Cycle. In the second and third races, there is a Turbo Curse in the center of the arena. Grab this Power-up and use it whenever the other Light Cycles are on the perimeter. Make some high-speed laps around the edge of the inner area, then grab another Turbo Curse when it reappears and use it again. The last two races both have Energy Blocks on the perimeter track; avoid them when a Turbo Curse is used.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/None	6	Normal	Normal	Turbo Boost	4 Red LC
2	-	-	Normal	Normal	Turbo Boost, Turbo Curse	6 Red LC
3	-	-	Normal	Normal	Shield, Turbo Curse	8 Red LC

FCON ZONE (CIRCUIT RACE)

Unlocks: N/A



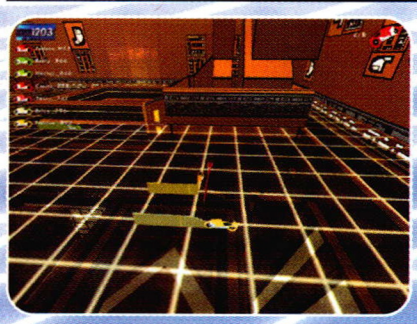


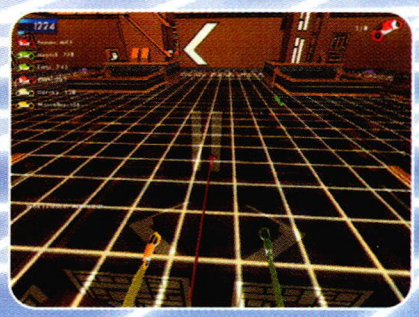
The fCon Zone circuit consists of three large arenas, each with an abundance of Power-ups and Speed Zones. Use the Blue Super Light Cycle to gain a speed advantage against the competition and concentrate on getting alongside the other racers. There are lots of Grab Power-ups on the course, so use a Shield Break Power-up to prevent it from being stolen. Beware of the Energy Blocks that appear on the Speed Zones; it's often better to take the slow zones rather than risk a sudden crash on the much faster Speed Zones.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/All	6	Normal	Normal	Mixed	2 Purple LC
2	-	-	Normal	Normal	Mixed	4 Purple LC
3	-	-	Normal	Normal	Mixed	6 Purple LC

BATCH INVITATIONAL

Unlocks: Trail Extender



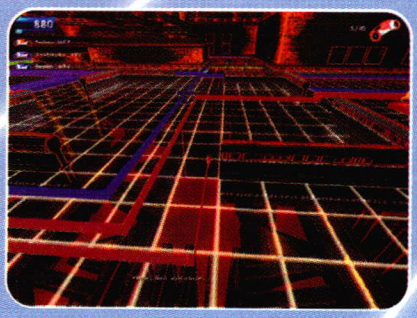


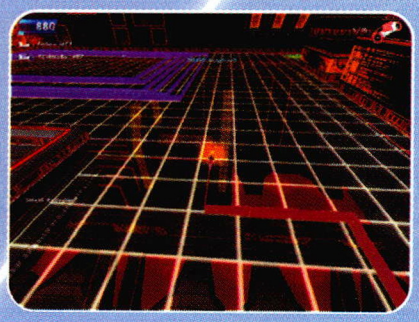
The Batch Invitational is unlike the previous contests in that all of the racers are initially equipped with incredibly short Light Trails. It's especially important in these races to gather as many Trail Extender Power-ups as possible to grow the trail to a respectable length. Without the extenders, it becomes nearly impossible to corner a competitor or force him to spiral inward on himself. Beware of the Energy Blocks that materialize on the periphery of the arena and, in the races with lots of racers, avoid the center until after a few racers have been derezzed.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/None	8	Slow	Short	Trail Extender	1 Yellow LC, 1 Red LC, 1 Green LC
2	-	-	Slow	Short	Trail Extender	2 Yellow LC, 2 Red LC, 2 Green LC
3	-	-	Slow	Short	Trail Extender	1 Red LC, 1 Green LC, 1 Purple LC

BIT RATE GRUDGE

Unlocks: Grab



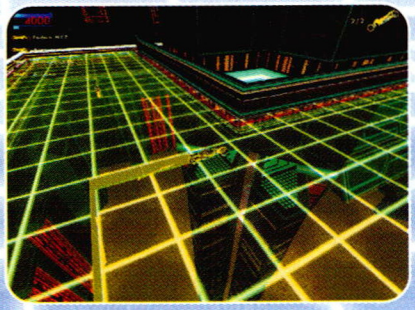


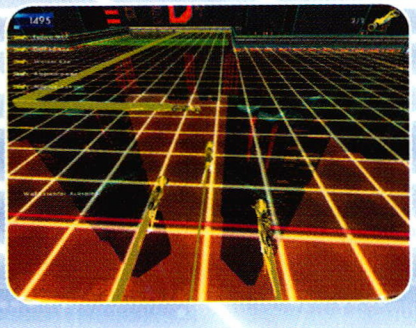
In stark contrast to the previous circuit, Bit Rate Grudge features extremely long Light Trails. Although Power-ups such as Missile and Shield can help, the best strategy is to go as slow as possible. In an arena this small, your own long light trail is as dangerous as those that belong to the opponents, so be prepared to make lots of tight turns. Also, avoid encircling the squared-off area in the center of the arena—that's where the Exit Port appears.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/None	10	Normal	Extreme	Mixed	2 Yellow LC
2	-	-	Normal	Extreme	Mixed	2 Red LC
3	-	-	Normal	Extreme	Mixed	2 Green LC
4	-	-	Normal	Extreme	Mixed	2 Purple LC
5	-	-	Normal	Extreme	Mixed	1 Yellow LC, 1 Red LC, 1 Green LC, 1 Purple LC

AVATAR ALLEY

Unlocks: Trail Spike



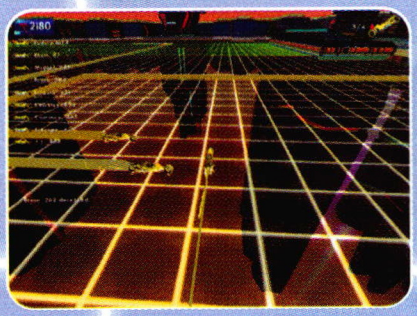


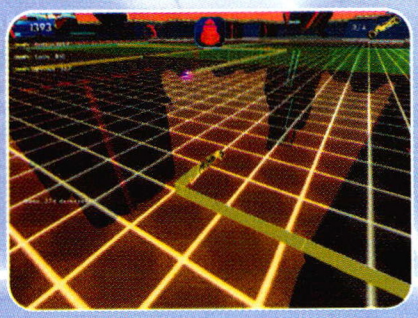
This is the fastest Light Cycle racing yet, and the inclusion of Speed Zones and Turbo Curses make things even more thrilling. At the start, speed off straight ahead and cut hard to the right at the last moment to effectively close the door on the opponent who starts directly across the arena. Steer toward the center and concentrate on using a Turbo Curse whenever your opponents head off toward the dead-end alleys that jut off the central area.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/All	2	Fast	Normal	Mixed	3 Yellow SLC
2	-	-	Fast	Normal	Mixed	3 Yellow SLC, 1 Red SLC
3	-	-	Fast	Normal	Mixed	4 Yellow SLC, 1 Red SLC

DEAD MAN'S CACHE

Unlocks: Missile



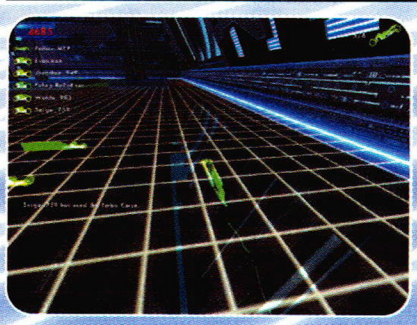


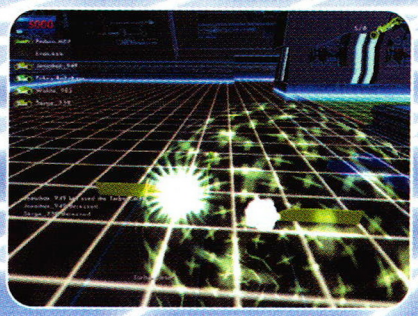
Dead Man's Cache features two races: one against eight regular Light Cycles and a second one against eight Super Light Cycles. The first race is relatively simple to win as long as you don't underestimate the speed of the lesser bikes. Watch out for the Light Cycles coming off the Speed Zone, as they're travelling very fast! The second race is far more difficult as the opponents are on equal footing. Stay close to the central Speed Zone to hoard the Shield and Missile Power-ups. Avoid the Speed Zones on the outskirts of the arena, especially during the beginning of the race, as they feed directly into a high-speed blind turn where a Light Trail may be waiting.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	None/Yellow	4	Fast	Normal	Shield	8 Yellow LC
2	-	-	Fast	Normal	Missile	8 Yellow SLC

GREEN HORNETS

Unlocks: Force Use



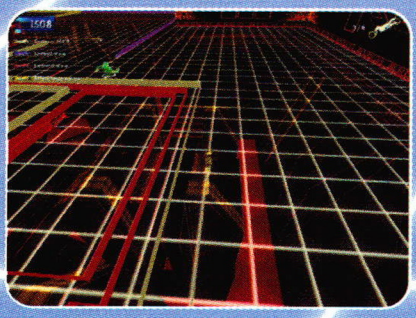


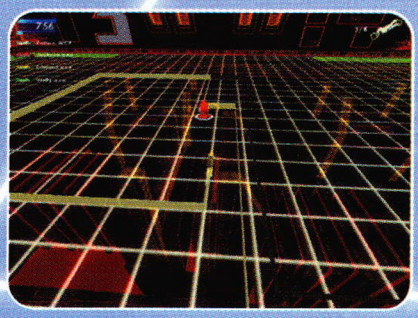
The Green Hornets race is one of the most difficult due to the short Trail Lengths and the abundance of Turbo Curses used in the first and third races. The opponents will activate these speed-inducing Power-ups regularly, so don't worry about trying to collect one. Stick to one of the larger corner areas and drive in a wide clockwise circle until the Turbo Curse has been activated. The other racers will then flock to this area after the Turbo Curse has been activated. Continue driving in a circle, but tighten up the arc on them until they each hit the light trail. The third race contains two Super Light Cycles; it will be difficult to win without a Super Light Cycle of your own. Return to this race after unlocking the green Super Light Cycles.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	Green/Green	6	Normal	Short	Turbo Curse	5 Green LC
2	-	-	Normal	Short	Trail Spike	6 Green LC
3	-	-	Extreme	Short	Turbo Curse, Trail Spike	4 Green LC, 2 Green SLC

SUPER LIGHT CYCLE CHALLENGE

Unlocks: N/A



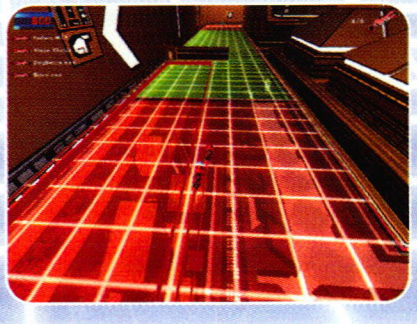


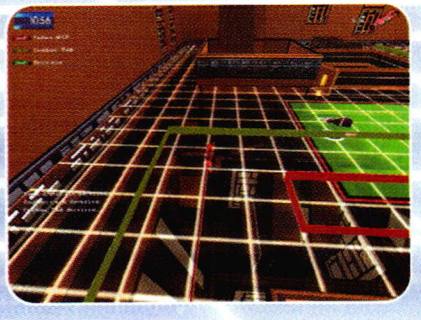
The Super Light Cycle Challenge is where the big boys come out to play. The final races have numerous Energy Blocks and Speed Zones that pose a threat around every turn. It's imperative to trap one or two Light Cycles early on to avoid getting pinched later in the race. Drive a smooth course and squeeze between the tightly spaced light trails to escape danger. It takes some excellent handling skills to escape this arena in one piece.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	None/All	8	Slow	Normal	Mixed	1 Yellow SLC, 1 Red SLC, 1 Green SLC, 1 Purple SLC
2	-	-	Slow	Normal	Mixed	1 Yellow SLC, 1 Red SLC, 1 Green SLC, 1 Purple SLC
3	-	-	Slow	Normal	Mixed	1 Yellow SLC, 1 Red SLC, 1 Green SLC, 1 Purple SLC
4	-	-	Slow	Normal	Mixed	1 Yellow SLC, 1 Red SLC, 1 Green SLC, 1 Purple SLC

OLD ZONE (CIRCUIT RACE)

Unlocks: N/A



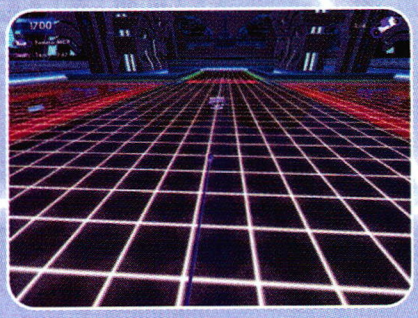


The first two races at the Old Zone are among the most claustrophobic of all. For this reason, it's best to head off toward one of the corners and create a protective maze around your Light Cycle to shield the bike from other riders. Then, when it's time to head to the exit simply use a Shield or Trail Reset Power-up to create an escape. The third race takes place in a much larger arena and there is plenty of room to maneuver. From the start, speed off straight ahead for the Missile and use it to derez the oncoming Light Cycle: one down, four to go!

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/All	6	Normal	Normal	Mixed	4 Red SLC
2	-	-	Normal	Normal	Mixed	4 Green SLC
3	-	-	Normal	Normal	Mixed	3 Red SLC, 2 Green SLC

PURPLE WAREZ

Unlocks: N/A

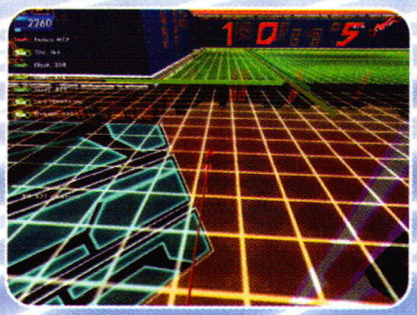


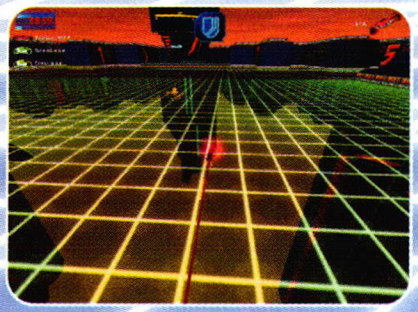
It may seem a bit unfair to have to fight a squad of Super Light Cycles without one of your own, but the plethora of Speed Zones and Slow Zones balance things out well. Additionally, the short Light Trails place more emphasis on skill. Use the Speed Zones to keep pace with the faster bikes and gather as many Trail Extenders as possible. Trail Spikes help, but don't rely on them.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	Purple/None	4	Normal	Short	Mixed	4 Purple SLC
2	-	-	Normal	Short	Mixed	4 Purple SLC

CITY ZONE (CIRCUIT RACE)

Unlocks: N/A



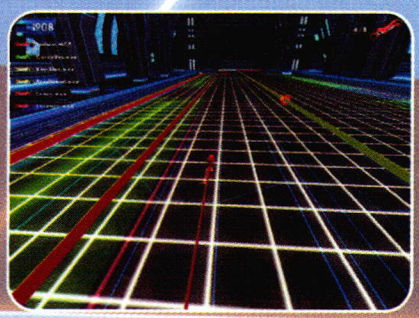


In the first race, navigate the high-speed alleys that lead to the Shield and Missile Power-ups to avoid the traffic in the center of the arena. Use the Power-ups to take out the final one or two racers. The second race features fewer competitors, which makes it much more straightforward. The third race requires hard acceleration toward the Power-ups in the center of the arena. Perform numerous laps around the Speed Zone to keep the competition from collecting the coveted Shield and Missile Power-ups. Use these items to destroy the competition when they come near.

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	All/All	6	Fast	Normal	Mixed	4 Green SLC, 2 Green LC
2	-	-	Fast	Normal	Mixed	2 Purple SLC, 2 Purple LC
3	-	-	Fast	Normal	Mixed	2 Green SLC, 2 Purple SLC, 2 Green SLC, 2 Purple SLC

SOURCE CODE REVEAL

Unlocks: N/A

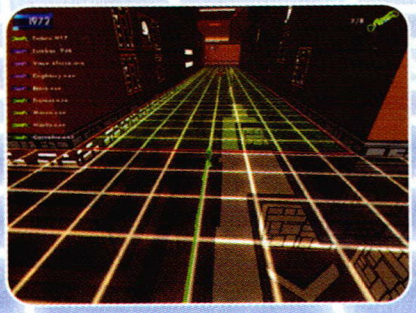


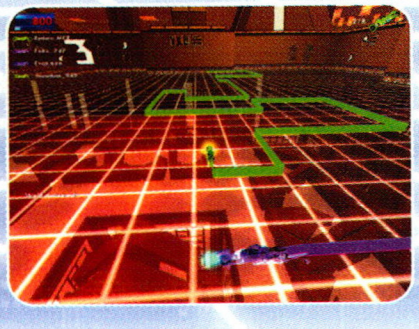
The lengthy Light Trails in this arena help cut down the number of competitors quickly, but eliminating the final two can prove difficult. Deliberate driving is more important than quick reflexes. Think your driving maneuvers through all the way and always have an escape plan in place just in case an opponent's Light Trail blocks an exit. Shields and Missiles help, but having the ability to squeeze through a narrow opening will save you every time!

RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	None/All	8	Normal	Long	Mixed	3 Yellow SLC, 1 Red SLC, 1 Green SLC
2	-	-	Normal	Long	Mixed	2 Yellow SLC, 2 Red SLC, 1 Green SLC
3	-	-	Normal	Long	Mixed	1 Yellow SLC, 2 Red SLC, 2 Green SLC
4	-	-	Normal	Long	Mixed	1 Yellow SLC, 3 Red SLC, 2 Green SLC

01100101

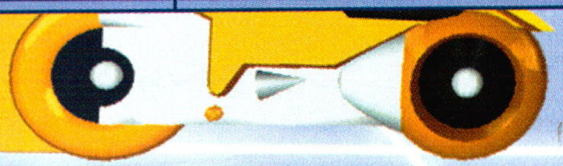
Unlocks: Trail Reset

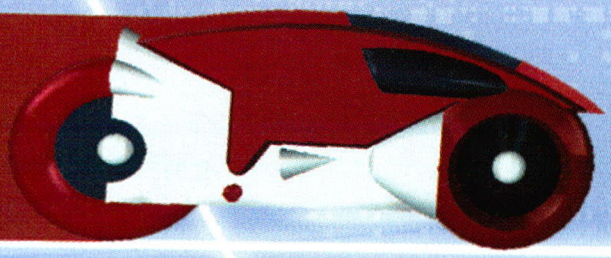




This final circuit features numerous Super Light Cycles and lots of Power-ups. To gain a quick advantage in the first three races, accelerate straight for the Missile on the Speed Zone. Immediately fire it to derez the oncoming racer. Each racer in the arena will attempt to jockey for position in hopes of collecting the Shield Power-ups. Many will have two Shields, which means they must be driven into multiple light trails before finally crashing. Wait until fewer racers remain, then prowl the central area to keep the remaining competitors away from the Shields. If not, the race will continue for a long time.

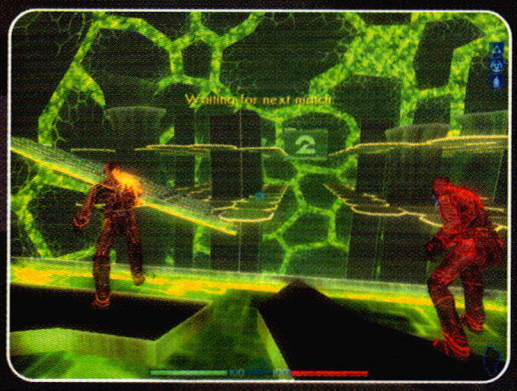
RACE	LIGHT CYCLES PERMITTED (LC/SLC)	LIVES	SPEED	TRAIL LENGTH	POWER-UPS	OPPONENTS
1	None/All	8	Normal	Normal	Mixed	3 Green SLC, 3 Purple SLC
2	-	-	Normal	Normal	Mixed	4 Green SLC, 4 Purple SLC
3	-	-	Normal	Normal	Mixed	3 Green SLC, 3 Purple SLC
4	-	-	Normal	Normal	Mixed	4 Green SLC, 4 Purple SLC





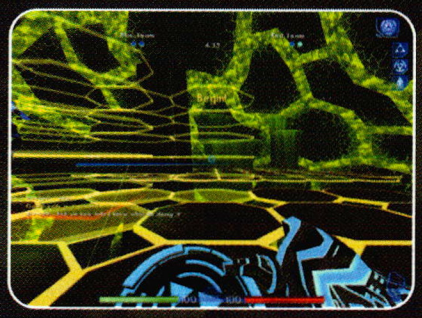
MULTIPLAYER DISC ARENA

The intense disc-tossing action doesn't end when Jet's story does, thanks to the addition of the multiplayer Disc Arena mode. This is where players can compete as individuals or as teams in pure Disc combat where the sole objective is to derez the competition by hitting them with the Disc Primitive or causing them to fall off the game grid. Floor panels temporarily disappear when hit, so it's imperative to watch your footing. The goal is to win the most matches and be the last player—or team—standing.



There are numerous arenas designed to host these competitions and each arena is comprised of up to four separate game grids, all slightly different from one another. Viewing Platforms connect the game grids, creating a place for those waiting to compete to watch the action through Disc-proof windows. Players who are derezzed in the arena are automatically sent to the Viewing Platform until the current game ends. This is a great way to chat with friends and cheer on your teammates!

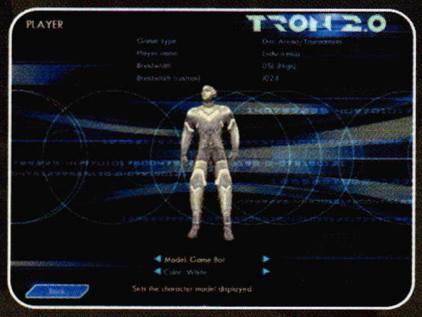
The multiplayer component in *TRON 2.0* is easy to learn, but difficult to master. Although the action can seem quite frenetic, and the games may end in a matter of seconds, a skilled player can find great satisfaction in a precisely-aimed toss or a well-timed jump. This chapter reveals all there is to know about setting up a multiplayer game and also contains numerous tips for succeeding in each arena.



PLAYER SETUP

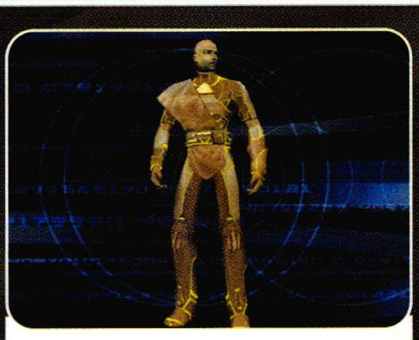
The first step in playing the multiplayer mode is to set up a player character. Each player has a number of options to consider, including: creating a name, selecting a bandwidth setting that best corresponds to their Internet connection speed, and customizing that speed with a numerical figure.

TRON 2.0 features a variety of character models from which to choose and just as many colors for added individuality. Although the team colors replace the player's selected color in the arena, the character model and color you select is what others will see while in the spectator areas. The available character models include:

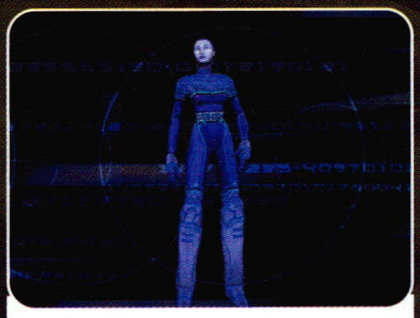


JET

MERCURY



MALE CIVILIAN



FEMALE CIVILIAN

Z-LOT

ICP

GAME BOT

RESOURCE HOG

FEMALE PUNK

All players come equipped with the standard Disc Primitive. Additionally, all players have the full set of armor subroutines equipped, as well as the Power Block, Y-Amp, and Triangulate utility subroutines. The Subroutine Menu cannot be accessed while playing in multiplayer mode.

GAME SETTINGS

After creating a player and choosing a connection (see the *TRON 2.0* user's manual for instructions on establishing a proper Internet or LAN connection), it's time to decide on the game settings. Although the games are played nearly identical to one another, hosts can select between a standard Disc Arena game and a Disc Tournament.

DISC ARENA

Disc Arena pits teams or individuals against one another in points-based matches. Points are awarded to a team for successfully derezzing all the members of the other team, either by a direct hit from the Disc primitive or by causing their fall.

- **Number of Teams:** 4 to 16
- **Team Size:** 1 to 4
- **Friendly Fire:** Determines whether or not players can cause damage to teammates.
- **Spectator Discs:** Determines whether or not players in the observation areas are allowed to have Discs.
- **Allow Auto Aim:** Determines if players can use their auto aiming ability.
- **Points Per Match:** 1, 3, or 5
- **Match Time:** Limits matches from 1 to 60 minutes.
- **Matches Won Limit:** Sets the number of matches a team must win to be declared the winner. Can range from 1 to 100.
- **Time Limit:** Limits the time a game can take from 1 to 120 minutes.
- **Games Per Map:** Determines the number of games played before switching to a different arena map. Can range from 1 to 20.
- **Pre-Game Delay:** Determines the amount of time to wait before starting a new game. Select between 0 and 120 seconds.
- **Air Control:** The percentage of normal control the player is allowed while in the air during a jump. Options range from 0 to 100%.

DISC TOURNAMENT

While the actual gameplay rules don't vary from Disc Arena to Disc Tournament, the structure of the matches and games does change. Rather than playing a set number of matches, Disc Tournament has a single-elimination format where only the winning team of each match continues on to the next round. If there is an odd number of teams, some teams are chosen at random to automatically advance to the next round of the tournament. Play continues until a single team is left undefeated.

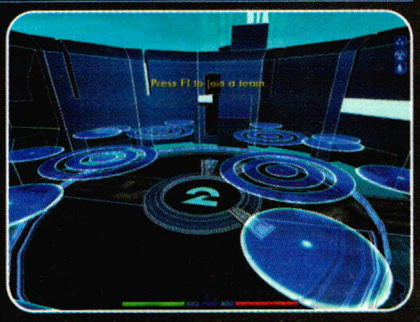
- **Number of Teams:** 4 to 16
- **Team Size:** 1 to 4
- **Friendly Fire:** Determines whether or not players can cause damage to teammates.
- **Spectator Discs:** Determines whether or not players in the observation areas are allowed to have Discs.
- **Allow Auto Aim:** Determines if players can use their auto aiming ability.
- **Points Per Match:** 1, 3, or 5

- **Match Time:** Limits matches from 1 to 60 minutes.
- **Number of Teams to Start:** Determines the number of teams that must join the tournament before it will start. Can range from 2 to 16.
- **Tournaments Per Map:** Determines the number of tournaments played before switching to a different arena map. Can range from 1 to 20.
- **Pre-Tournament Delay:** Determines the amount of time to wait before starting a new tournament. Select between 0 and 120 seconds.
- **Air Control:** The percentage of normal control the player is allowed while in the air during a jump. Options range from 0 to 100%.

ARENA MAPS

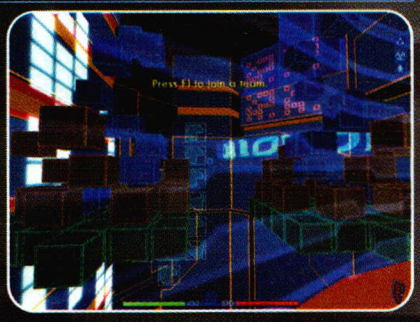
There are five arenas in the multiplayer mode, each of which consists of four separate game rooms. Although each of the different arenas have their signature features, the basic premise doesn't change—derez or be derezzed!

DISC ARENA 1: DEADLY DISC PARTITION



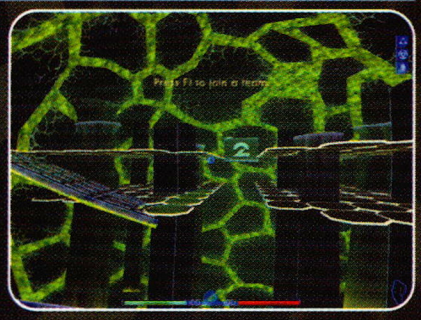
The Deadly Disc Partition most resembles the arena that Flynn was forced to play on after first being digitized in the movie *TRON*. The grids here each contain numerous circular panels, not unlike lily pads floating in a pond, that the players must jump between to stay safe. There are no obstacles to hide behind, plus there are no color-coded panels with derezzing switches on the ceiling. The ring-shaped platforms are good to stand on, because they only derez one ring at a time. Nevertheless, always be careful where you step!

DISC ARENA 2: DATASERVER HUB



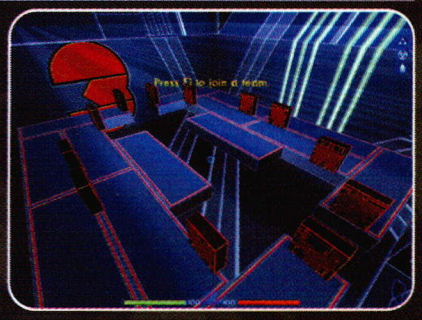
This arena's four game rooms each brim with numerous data blocks that players can jump onto, hide behind, and derez. This is a great arena to employ stealth-like tactics, such as crawling and leaning around corners. Also, the multi-tiered nature of the data block stacks makes watching your step slightly less important. Players can jump up to the upper blocks and rely on the lower blocks to break their fall if the block on which they stand gets derezzed.

DISC ARENA 3: CORRUPTED SECTOR



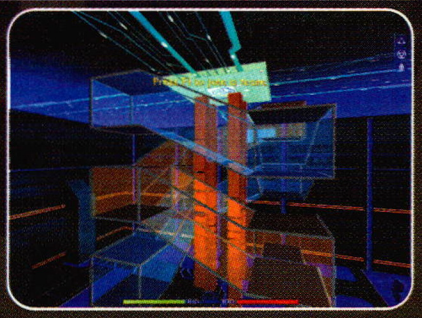
The Corrupted Sector is a cross between the arenas described previously. Some of the rooms contain a single layer of panels with an occasional rock spire to hide behind (or jump on top of for permanent footing), while others are multilevel structures complete with staircase-like ramps leading upward. The Corrupted Sector maps also contain large green and blue panels hanging from the ceiling, which correspond to the green and blue floor panels. By striking the trigger panel near the ceiling, a player can cause all of the panels of that color to derez for a short period of time. If timed correctly, this feature can effectively isolate an opponent on a single platform. But be careful; the blue and green panels on your half of the arena will also derez when struck—don't eliminate your teammates!

DISC ARENA 4: ENCOM GAME GRID



The Encom arenas contain solid floor structures, so there's no need to worry about losing the ground below. However, some of the structures don't have a barrier or chasm separating opposing teams. In other words, these maps are great for close-range combat and it's even possible to derez an opponent with a melee attack! Use the large red barriers to hide from opponents, then circle around the side of the barrier to get a surprise drop on them. One of the coolest features about this arena is that, as a spectator, you can jump onto the glass ceiling and watch the action unfold on the game floor directly below!

DISC ARENA 5: P4 PERFORMANCE MACHINE



These maps are the most intricate of all the maps. The maps in this arena are actually large glass mazes complete with ramps that extend the maze into the vertical plane. The majority of the walls are transparent, which makes hiding extremely difficult against opponents with a keen eye. All of the skills acquired in the single-player game will be put to the test in the P4 Performance Machine. This is a great set of maps for team play!

DISC COMBAT TIPS

The following tips have proven effective in online multiplayer situations. Consider employing these techniques the next time you rez into battle.

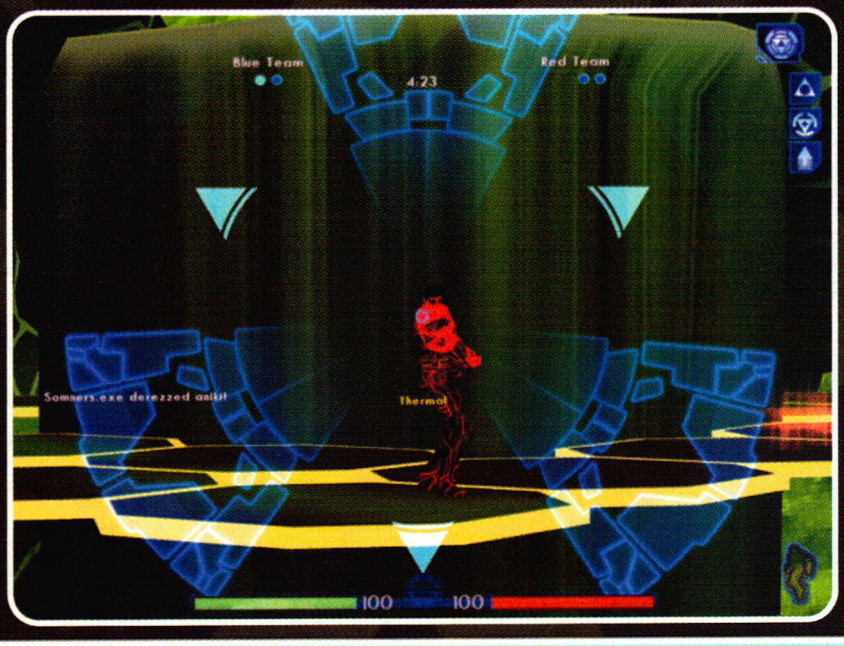
THE FAKE THROW

Most players know the best chance for avoiding an incoming Disc, especially if Auto Aim is enabled, is to perform a Disc Block. When playing against an opponent who excels at blocking attacks, try faking him out by quickly recalling the Disc immediately after the throw. When timed correctly, the opponent will raise his Disc to block just as the Disc returns to your hands. Quickly throw the Disc a second time to nail him as the block comes down.

ALWAYS WATCH THE FLOOR

The most common way of derezzing in the Deadly Disc Partition and Corrupted Sector arenas is causing an opponent to fall to his death. Players can increase their life expectancy in the arenas by simply paying more attention to the panels beneath their feet.

HEADSHOTS!



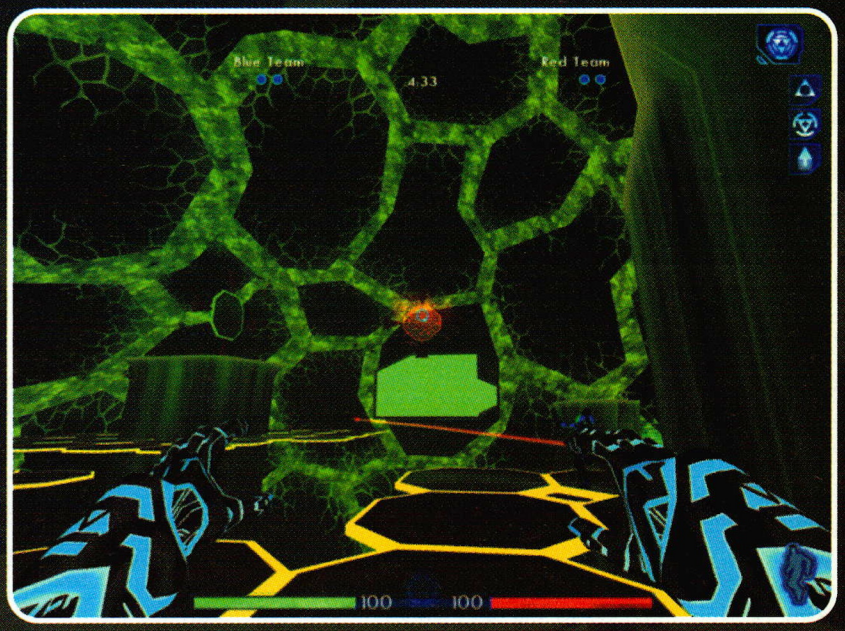
Everybody has all of the same defensive subroutines installed, but that doesn't mean the head is invulnerable to attack. Depending on the map and the quality of the opponent, it's sometimes possible to lean out from behind an obstacle and put the Triangulate subroutine to use to score a perfectly aimed headshot! Instant derez!

KEEP MOVING

The quickest way to the spectator booth is to be a sitting duck on the grid. It's better to keep moving and never throw the Disc with any sense of accuracy than it is to stand in place and try to line up a perfect shot. Not only will the competition likely derez you before that perfect shot is made, but you'll remain in the game longer.

AN ARMY OF ONE

There's no denying that playing in a Disc Tournament with teams of two to four players is a lot of fun, but the action is far too chaotic and short lived for any true team strategy to be useful. It might go against everything you've learned from playing other multiplayer games, but the best way to achieve a team victory in the Disc Arena is by keeping yourself alive. Although it doesn't hurt to occasionally block a Disc headed at a teammate, trying to coordinate movements with a partner will almost always be an exercise in futility.



ABOUT FACE!

One of the dangers of playing with opponents who can block well is that your Disc will oftentimes ricochet off a wall behind your character and cause damage as it returns. Watch for the rings of light that signal a blocked Disc and look to see if the Disc goes behind you. If so, turn around to catch it to avoid taking any damage.

COMING THIS FALL

TRON 2.0

COMIC BOOKS

©Disney

WWW.88MPHSTUDIOS.COM

TRON 2.0

OFFICIAL STRATEGY GUIDE

by Doug Walsh

©2004 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES® Publishing

An Imprint of Pearson Education
201 West 103rd Street
Indianapolis, Indiana 46290

TRON 2.0 published by Buena Vista Interactive. © Disney.

Please be advised that the ESRB rating icons, "E", "RP", "EC", "T", "M", and "AO" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied to any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (212) 759-0700 or 1-800-771-3772. Please note that ESRB ratings only apply to the content of the game itself and do NOT apply to the content of the books.

ISBN: 0-7440-0247-8

Library of Congress Catalog No.: 2003109961

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 03-1 shows that the first printing of the book occurred in 2003.

06 05 04 03 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

BRADYGAMES STAFF

Publisher
DAVID WAYBRIGHT

Editor-In-Chief
H. LEIGH DAVIS

Marketing Manager
JANET ESHENOUR

Creative Director
ROBIN LASEK

Licensing Manager
MIKE DEGLER

Assistant Marketing Manager
SUSIE NIEMAN

CREDITS

Title Manager
TIM COX

Screenshot Editor
MICHAEL OWEN

Book Designer
DOUG WILKINS

Production Designer
TRACY WEHMEYER

AUTHOR ACKNOWLEDGMENTS

Well, after writing twenty strategy guides, I finally got to author one for a PC game... and what a game it is! I want to thank Cliff Kamida of Buena Vista Interactive for the tremendous support he provided throughout this project. I'd also like to acknowledge everyone at Buena Vista Interactive and Monolith for taking the *TRON* license...something dear to those of us who grew up in the 1980s...and building such a brilliant and thoroughly entertaining game around it. Special thanks to my editor, Tim Cox, for always being there to lend support and encouragement whenever it's needed. It's always a pleasure to work with you. I'd also like to acknowledge Leigh Davis and Mike Degler for helping make this book possible.

TRON 2.0

OFFICIAL STRATEGY GUIDE

Some 20 years later, Alan Bradley has successfully replicated the technology that can digitize a human being into a computer and safely return him back to the real world. However, Future Control Industries (fCon) knows of Alan's discovery, and they're intent on using the technology for evil purposes.

When Alan suddenly disappears, the task of finding him falls on his son, Jet, who discovers a sinister plot spiraling out of control. Locating his father is of major importance, but getting out alive is equally important.

- Comprehensive Walkthrough Reveals Every Build Note, C.O.W., and Subroutine.
- Detailed Light Cycle Data.
- Tactics for Disposing of Every Hostile Program.
- In-Depth Coverage of Every Subroutine and Weapon Primitive.
- Multiplayer Tactics and Tips!

BUENA VISTA INTERACTIVE
www.tron20.com

BRADYGAMES®
TAKE YOUR GAME FURTHER
www.bradygames.com

TRON 2.0 published by Buena Vista Interactive. ©Disney.

$19.99 USA/$28.99 CAN/£14.99 Net UK

ISBN 0-7440-0247-8

51999

7 52073 00247 3 9 780744 002478